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OFFICIAL STRATEGY GUIDE

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FINAL FANTASY TACTICS®

THE WAR OF THE LIONS™

COVERS PSP® HANDHELD
ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB



Ivalice Alliance

SQUARE ENIX

Written by Adam Deats and Alicia Ashby




FINAL FANTASY TACTICS®

THE WAR OF THE LIONS™

TABLE OF CONTENTS

BASICS	2	MELEE MODE	176
CHARACTERS & JOBS	28	RENDEZVOUS MODE	179
WALKTHROUGH	70	POACHING GUIDE	192
ADVANCED STRATEGIES	145	ERRANDS	193
SPECIAL EVENTS	150	ITEM DATA	196
MIDLIGHT'S DEEP	164		

Introduction



**"I AM ARAZLAM, STUDENT
OF IVALICE'S MIDDLE AGE.**

You are familiar with the War of the Lions, no? It was a bitter war of succession that rent the land of Ivalice in two. Here we first find mention of Delita Heiral, a hitherto unknown young man, the hero who would draw the curtain on this dark age of history.

His is a heroism of great renown—a story familiar to all who dwell within our land. Ah, but what the eye sees is oftentimes a mere fragment of the truth:

There was another young man, the youngest of House Beoulve, long famed for producing leaders of knights and men. There is no official record of the role he played on history's stage."

Final Fantasy Tactics is the story of Ramza Beoulve, one of Ivalice's greatest lost heroes. In the aftermath of the grueling Fifty Years' War between Ivalice and rival nation Ordalia, the entire nation suffered. Ivalice's economy had collapsed, peasants overtaxed by the costs of warfare. Soldiers returning from the battlefield often found the grim prospect of no pay and no jobs awaiting them.

While the peasants starved, the nobility often thought only of using this time of unrest to increase their own power. At the heart of it was a dispute over royal succession after the death of King Ondoria III. His son, Prince Orinus, and his adopted daughter, Princess Ovelia, had legitimate claims to the throne despite being too young to rule. So Duke Larg, the White Lion, and Duke Goltanna, the Black Lion, each sponsored a different candidate for succession and each yearned to win the war and be named the new ruler's Regent, a King in all but name.

The people of Ivalice saw this struggle for the throne play out before them, and their confidence in the monarchy weakened. Yearning for order, they turned to the increasingly powerful Church of Glabados. To be named a heretic by the church was to face a life as an outlaw, regardless of noble birth or any other former prestige. With the Holy Office of Inquisition and the Knights Templar to enforce its every decree, the Church saw in the War of the Lions a chance to usurp full temporal authority over Ivalice. The Knights Templar, meanwhile, saw the chance to realize far darker ambitions...

Ramza, however, pays this murky world of politics no heed. Like his father Barbaneth, he is a man of honor who thinks that as a Knight of the Order of the Northern Sky, he will be able to protect innocents from those that would prey upon them. In time he is caught in the jaws of the War of the Lions, and his expectations for the world torn asunder. Seeing a world driven mad by lust for power, he strikes out on his own to do what he feels is right, seeking no reward and no glory.

In the end, only the Durai Papers remain to chronicle the true scope and nature of Ramza's quest. These lay concealed in the Church of Glabados's vaults for countless centuries before Arazlam Durai—and you—finally discover them. The story of *Final Fantasy Tactics* is not only the tale of the Papers themselves, but how they came to be written and why the world desperately tried to forget the history contained within them.

Its richly detailed setting and complex themes of power and betrayal instantly set *Final Fantasy Tactics* apart from other RPGs upon its original release in 1998. Such sophistication was nearly without precedent in video games at the time, and even in the decade since has been rarely equaled and, arguably, never surpassed. *Final Fantasy Tactics* was not an instant success, but those who played it generated a positive buzz about its depth and good storytelling. This drove an incredible demand for copies of the title after they had largely sold out of stores. Before the time of its "Greatest Hits" re-release in 1999, a used copy of the game could sell for as high as \$100.

As gamers fell in love with Ivalice, subsequent titles would return to tell more of this world's story. Both the PlayStation classic *Vagrant Story* and the revolutionary PlayStation 2 title *Final Fantasy XII* return to Ivalice to tell its story in different eras. *Final Fantasy XII* takes place in the glorious lost past of Ivalice studied by characters like Mustadio and his father Besrudio in *Final Fantasy Tactics*. *Vagrant Story* takes place at some point in its future.

In recognition of this growing love for Ivalice, *Final Fantasy Tactics: The War of the Lions* joins *Final Fantasy XII: Revenant Wings* and the upcoming *Final Fantasy Tactics* game for the Nintendo DS® as the first games formally released in the "Ivalice Alliance". This is a new designation given to Square-Enix titles that further explore the world of Ivalice, so that fans of this amazing setting can more easily know which games chronicle its history.

While the story and setting of *Final Fantasy Tactics* has charmed gamers for over a decade, it is not the game's only appeal. *Final Fantasy Tactics* also revolutionized the tactical RPG genre (sometimes called "strategy RPGs"), by offering players nearly unlimited customizable characters within its deep and complex Job System. Other mechanics like Bravery, Faith, and the Zodiac added a depth and subtlety to the gameplay that imitators have rarely attempted and have never duplicated.

Most games are much simpler than *Final Fantasy Tactics*, and its depth may at first seem unapproachably daunting to a novice player. This guide hopes to dispel those doubts by laying the game's many systems, sub-systems, challenges, and side-quests bare. If you are ever uncertain of where to go, what to do, or what a given stat means, the answer is waiting for you within these pages.

This isn't just a guide for novice players, however. Fans of the original PlayStation version of *Final Fantasy Tactics* who return to this new PSP version can turn to this guide to find comprehensive coverage of the game's many new features. With a wholly new translation, new Jobs to unlock, and a new set of wireless two-player game modes, there are some ways in which *War of the Lions* is very different game from the original version of *Final Fantasy Tactics*. While all of the old tricks still work, a returning player shouldn't ignore the possibilities offered by new gameplay elements.

Final Fantasy Tactics: The War of the Lions is nothing so much as a love letter to one of the greatest games ever made, and this guide was written in that spirit. The ultimate goal of this guide is help you, the player, better enjoy all the richness and depth this game offers. Don't let yourself be turned away by a battle that seems impossible to win, or a secret that seems impossible to unlock. Instead, use this guide, and see every wonder that Ivalice has to offer you.

Just For Fun

If you change Ramza's name to "PólkaPólka" at the name entry screen, you can access a special music test mode.

BASICS

CHARACTERS

JOBS/CLASSES

ITEMS/STATUS

SKILLS/ABILITIES

QUESTS

MAPS

COMBAT

SECRETS

FAQS

CONCLUSION

Basics

This section is a simple outline of *Final Fantasy Tactics*' core gameplay mechanics. Although it is intended with players new to the game in mind, it can also serve as a refresher for veteran players. It also explains some elements unique to his new version of the title, such as the wireless two-player modes and colorful new localization. A player who feels confident in their grasp of *Final Fantasy Tactics*' basic rules can easily skip over the bulk of this section to the pages that deal exclusively with the new features.

STATS

Bear in mind, however, that *Final Fantasy Tactics* is a very exacting game. Entire battles hinge on the clever use of particular abilities, or calculating exploitation of a particular mechanic. Any lapse of knowledge, or outright ignorance of how something in the game works, is going to make your progress slower and your battles harder. If you appear to be having difficulty with a particular section of the game and can't understand why, please consult this section of the guide. The source of your difficulty is probably a rule or mechanic that you may simply be overlooking.

STATS

Like most RPGs, and especially tactical RPGs, stats are the most basic thing that defines a character in *Final Fantasy Tactics*. If you properly know how to read a character's status screen, you can make many educated guesses about how that character is going to perform in combat. A character's advancement is measured largely in terms of how he or she is able to improve his or her stats. Good characters have high stats; weak characters have low ones.

Final Fantasy Tactics uses an unusually complex stat system, so the status screen can be a bit bewildering the first time you look at it. Many of the terms used are not common to other titles in the same genre, and a few of the mechanics may be unlike anything you have seen before. To explain it, let's take a closer look at the status screen of the protagonist, Ramza Beoulve (who you may choose to rename at the start of the game). An explanation of each of the terms on it follows below.



A typical Ramza build from late in Chapter 4.

HP

An abbreviation for Hit Points, this is one of the few mechanics that works the same way in *Final Fantasy Tactics* as it does in most other games. Attacks reduce Hit Points by a given amount, and when a character's HP is reduced to 0, he or she is defeated. If a character is healed by an ally, his or her HP increases by a certain amount.

What is unusual about HP in *Final Fantasy Tactics* is how it is generated. In most games, a character's HP increases primarily as part of the process of gaining more experience levels. In *Final Fantasy Tactics*, the bulk of a character's HP count is generated by their equipment. This is why a heavily-armored class like a Knight is usually going to have higher HP than a lightly-armored class like a Thief. Better-quality equipment usually grants a higher HP bonus.

MP

An abbreviation for Magick Points, this is a mechanic that should be familiar to *Final Fantasy* fans. When a character who can cast spells does so, the spell consumes a certain number of Magick Points. When a character's Magick Points are reduced to 0, he or she can no longer cast spells, unless his or her MP is somehow restored.

In most games, MP increases as a result of leveling up. In *Final Fantasy Tactics*, much of a caster's MP is going to come from their equipment and their current Job class. In fact, the primary function of equipment on a magick-using character should boost MP count and magickal attack power before virtually anything else.

CT

This is the most frequently misunderstood of *Final Fantasy Tactics*' basic stats, but it's very important to understanding how battles work. When in combat, a character is allowed to take an action when their CT count is equal to or greater than 100. Whatever you do during your turn, even choosing to simply Wait, reduces your CT, which then begins regenerating after you turn ends. The more actions you take on a given turn (such as moving and attacking, as opposed to simply waiting), and the more potent those actions are, the more CT they will consume.



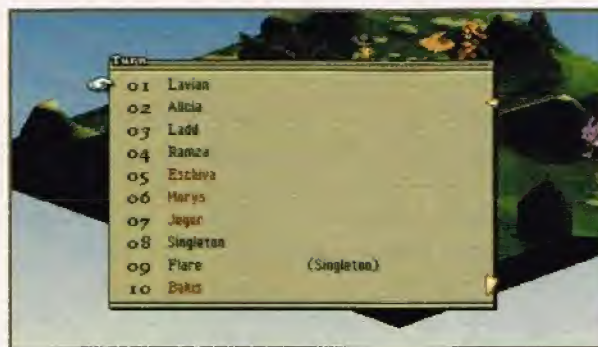
This Conerl is probably getting the next turn after the Black Mage acts.

Note that sometimes when a character chooses to take a particular action, the action won't complete until the character's reduced CT bar increases to 100 or more. The speed of the CT increase is determined by both the character's innate stats and the type of action it is.

Generally, an action that requires its own CT to fill before it completes causes a c-shaped icon to appear over the character's head on the battlefield. This "charge time" varies by the type of action, but it is most commonly required when trying to cast a magick spell or use the Archer's "Aim" abilities. Generally, more potent Aim levels and more powerful spells take longer to "charge" than weaker counterparts.



This Black Mage won't cast his spell until the spell's CT reaches 100.



Consulting the Turn List makes it clear when the Black Mage's spell is going to take effect.

It is possible to manually examine the CT of every character on the field in a given battle and use the numbers to figure out who is going to act next. This is tedious, however, and the game offers you a useful shortcut that you should use instead. When in combat, hit the triangle button to bring up the Combat Menu, and then select the "Turn List" option. This handy list denotes what order characters will act in, including when "charge" actions will be activated. It updates automatically whenever a character does something that would affect the CT of other units.

Lv.

Short for "level", this tracks the experience level of your characters. As characters level up, their inherent stats begin to improve, but these improvements are relatively moderate. Generally, in *Final Fantasy Tactics*, equipment has a far greater influence on stats than character levels for most of the game. This means that it's possible to win battles with characters that are weaker than the enemies they are facing, provided you outfit them with strong equipment. This grows progressively more difficult the higher your party levels get.

EXP

Short for Experience Points, this determines when a character levels up. In *Final Fantasy Tactics*, an experience level is gained whenever a character acquires 100 EXP. The number displayed on the status screen represents how much EXP the character has gained toward what would be their next experience level. So let's say a level 1 character has 53 EXP; this means he'll be level 2 after gaining 47 more EXP. When he does so, his level 2 EXP count starts over at 00.



Upon leveling up, a character's EXP count drops to 00, and they begin amassing 100 EXP over again.

EXP works like the because its EXP system is scaled. This is in sharp contrast to most RPGs, which use incremental systems. In an incremental system, all EXP gains are fixed amounts, and characters level up when a fixed amount of EXP is amassed. In a scaled system, the EXP value of any given action is determined by the experience level of the character acting, and the experience level of the character being acted upon. A level 1 character who attacks a level 20 character gains much more experience per blow than a level 20 character who attacks a level 1 weakling.

Keep this in mind when selecting which characters go into a battle. An over-leveled character is going to gain far less experience from attacking weak foes than a lower-level character would. This system is designed to encourage you to use a variety of characters and not let any particular one amass too much experience. Allowing this to happen actually weakens your entire party, since one character is effectively "stealing" experience from the weaker ones.



Note that enemies also gain EXP, and can even level up during battle.

EXP Accumulation Formula

$10 + (\text{Target's Level} - \text{Your Character's Level}) = \text{EXP gained for every hit}$

If you defeat an enemy, a bonus +10 more Exp is added to that equation, changing it to: $10 + (\text{Target's Level} - \text{Your Character's Level}) + 10 = \text{EXP}$. However, each additional kill a unit gets after the first removes this bonus and even lowers the amount of EXP gained. This loss is progressive, only capping off on your seventh kill. The pattern for this decrease is: 2nd kill = +0, 3rd kill = -4, 4th kill = -5, 5th kill = -6, 6th kill -7, and then every kill from the 7th on = -8.

Job Title

This is the name of the Job class the character is currently using. If you are fighting a monster, you will see the name of the monster type in this slot. What you see written here effectively determines what abilities and stats you can expect the character to have. A human character's Job class determines their primary Action Ability, what equipment they can use, and influences their inherent stat bonuses. A monster's entire ability set is determined by their "Job title", which is effectively their species name.

Zodiac

This is an incredibly important and complex mechanic, and one with no real parallel in other tactical RPGs. It also plays a role in the course of the story itself. If you really wish to get the most out of *Final Fantasy Tactics*, you must learn how to properly exploit the Zodiac system.


If you have ever read a newspaper horoscope, of course, you know roughly what the real-world Zodiac is: an ancient system of determining personality types and personal fortunes based on what time of year a person was born in. Each sign of the Zodiac has its own distinctive symbol, and there are twelve in all. The signs of the Zodiac are based on the phases of the moon, so in some ways the Zodiac counts as an archaic form of lunar calendar.

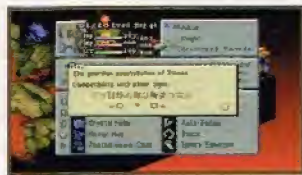
In Ivalice, the twelve signs of the Zodiac correspond to the twelve months of that world's year. A character born in a given month has a certain affinity for that sign of the Zodiac. The twelve Zodiac Stones, valuable treasures in the game itself, are believed to be carried by twelve warriors who were each born in different months of the year.

In terms of game mechanics, a character's Zodiac compatibility influences how effective their actions against other characters are. If a given character has a good compatibility with his opponent's Zodiac sign, his attacks deal more damage and actions with a percentile success rate (like stealing) are more likely to succeed. A bad compatibility results in lower damage and lower success rates.

An explanation of the twelve Zodiac symbols used in *Final Fantasy Tactics* appears below. Memorizing these symbols is important to being able to use the Zodiac system well, so you should try to do so as early in the game as you can. To help you, all references to Zodiac symbols that appear in this guide use the in-game symbol for that sign, and not its longer name. After a few hours, you should find yourself able to recognize each Zodiac symbol very easily.

Zodiac	Symbol	Zodiac	Symbol	Zodiac	Symbol	Zodiac	Symbol
Capricorn		Aries		Cancer		Libra	
Aquarius		Taurus		Leo		Scorpio	
Pisces		Gemini		Virgo		Sagittarius	

If you have trouble early on, note that you can explore the status screen by hitting the  button while it is brought up. Tap select over the character's Zodiac symbol, and you can see a text explanation of what the symbol means and a brief chart that shows how it relates to other symbols.




This is the Zodiac chart for a typical character.

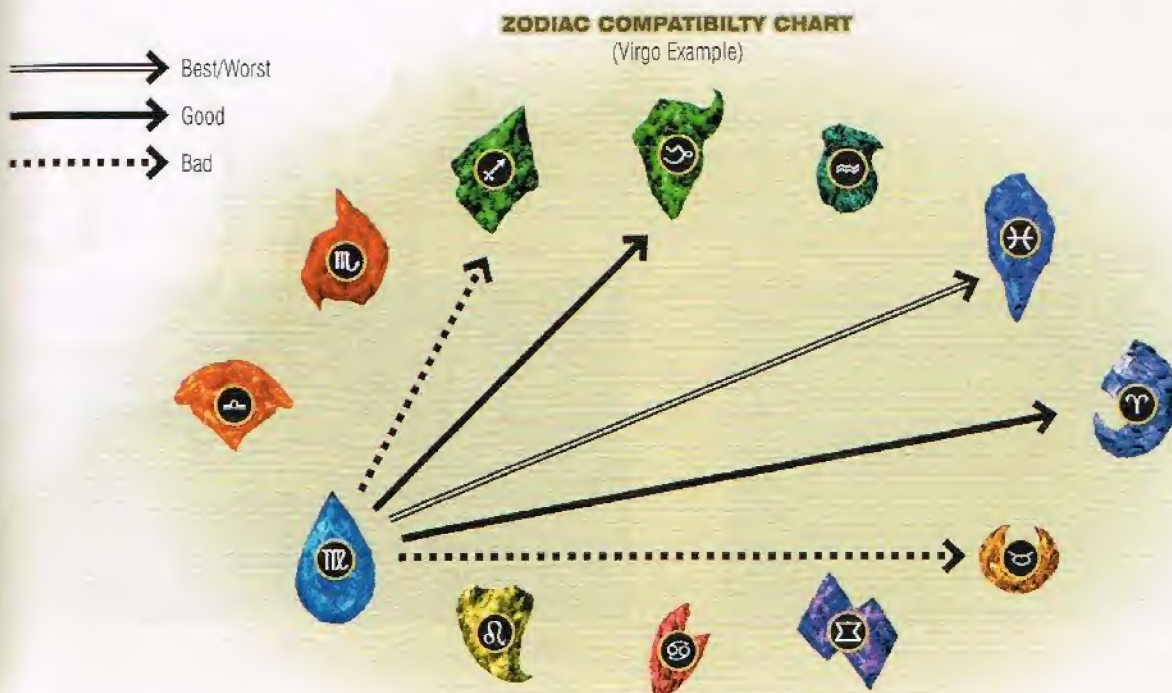
Each Zodiac sign is largely neutral toward seven of the other Zodiac signs. So actions taken against a character with a neutral Zodiac symbol effectively have a multiplier of 1 applied to them. Good compatibility yields a multiplier of 1.25, which enhances percentile success actions and can increase damage to an astonishing amount later in the game. Bad compatibility yields a multiplier of .75, reducing success rates and damage significantly.

Generally, each sign has a relationship with another sign that is its complete opposite. This can result in a best or worst match, depending on the gender of the two characters interacting. If a male character attacks a female character with an opposing Zodiac, he gains a best match multiplier of 1.5 and a tremendous increase in damage. If he attacks another male character or a monster with opposing Zodiac, he attains a worst compatibility multiplier of .5 and does remarkably little damage. Female characters gain their best compatibility against other males, and monsters always generate worst compatibility for their opposing Zodiac because their gender is neutral.

Working out the relationships between the various Zodiac signs is complex, so the Zodiac Compatibility Table below sums up all of them in a simple format that is easy to consult. You may want to bookmark this table so you can flip to it quickly while playing your game.

Zodiac	Best/Worst	Good	Bad
			
			
			
			
			
			
			
			
			
			
			

To understand what these relationships signify, consult the figure below, where the symbols for the twelve Zodiac signs are laid out in a chronological, circular order that corresponds to the months of Ivalice's year. The lines drawn between the symbols indicate what the non-neutral relationships are. The figure below only depicts the relationships for the sign of  for the sake of clarity, but you should find that you can use a similar method to see where the relationships for any other sign are coming from.



Early in the game, you may find that Zodiac exerts a minimal influence on your progress. As your gain better equipment and your damage totals become more lethal, and you begin gaining abilities with percentile success chances, you will find Zodiac an increasingly important factor to take into consideration. The only battle in the game where Zodiac doesn't play a role is the fight against the boss of Midlight's Deep, Elidibus. He possesses a "thirteenth" Zodiac sign, Serpentarius, which has a neutral relationship with all other signs. In every other fight, Zodiac compatibility can significantly help or hinder your progress.

Since there are many battles where the enemy's Zodiac sign is randomly generated, it's difficult to always plan to take advantage of Zodiac compatibility. As a general rule of thumb, try to keep a character of each Zodiac alignment in your party, and try to field characters with a variety of alignments in your core group. That way, no single enemy has a chance of developing an advantage over several of your units at once due to Zodiac.

Bravery

The Bravery stat is another of the game's unique features. Bravery is a reflection of that particular character's courage in battle. Most characters, by default, have a Bravery stat roughly between 40 and 70.

Bravery has complex interactions with many of the game's other mechanics. Bravery helps determine how much damage an attacking character inflicts when using their bare hands as a Monk, or when wielding a Knight Sword. It also factors into the damage monsters can deal with their attacks. Bravery determines how effective certain other abilities are, like the Dancer's Mincing Minuet, or reaction abilities like Auto-Potion. Higher Bravery leads to higher success rates (or more damage).

For the Chemist's Treasure Hunter ability, vital to finding much of the game's best equipment, low Bravery is desirable. The lower the character's Bravery, the better their chances of finding rare items when they step onto a tile that contains treasure. Likewise, certain powerful weapons can only be equipped by characters whose Bravery stat is below a certain point.



Beowulf can hit you so hard you turn into a chicken.

There are several abilities in the game that can alter a character's default Bravery stat (there are also some story events that do so, as well, usually increasing it). Orators can use the Praise ability to increase Bravery, and the Intimidate ability to decrease it.

The optional character Beowulf receives an ability called Chicken that causes a tremendous loss of Bravery.

When Bravery changes in battle, the changes are not entirely permanent, but they do have a lasting effect. For every four points of Bravery a character loses or gains in combat, they permanently lose or gain 1 point of Bravery. This mechanic lets you use an Orator to effectively customize a character's Bravery level into whatever you like, and Beowulf's Chicken is tremendously useful for reducing

There are consequences to altering Bravery levels. If a character's Bravery is ever reduced below 10 in battle, they undergo a literal physical transformation into a chicken. As a chicken, they can't attack and have no options beyond retreating from attackers. Even if the chicken survives, it regenerates one point of Bravery (note that, unlike other in-battle Bravery alterations, these points are permanent). When Bravery is restored to 10, the character transforms back into their original form.



Eventually, this chicken is going to revert into the Steelhawk it originally was.

In combat, a character's Bravery can be boosted as high as 100 points. There is no immediate negative consequence to this, and it is in fact very useful for certain characters. However, increasing Bravery is a much slower process than reducing it. An Orator's Praise ability only boosts Bravery by 4 points per successful use (contrast with -20 points per use with Intimidate). Other Bravery increases aren't significantly more effective.

A character's Bravery cannot be permanently increased to more than 97 points. Bravery can be reduced below 10 permanently, which means the character becomes a chicken immediately upon deployment. If Bravery is reduced permanently below a 6, the character runs away from your party and you lose him or her permanently. The game gives you a "Desertion Threat" warning if you are getting close to reducing a character's Bravery to this degree.



If Rapha's Bravery gets much lower, she's going to be gone for good.

Faith

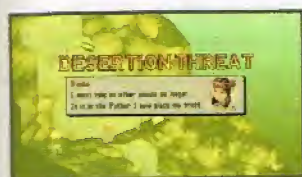
This is a fascinating mechanic that no other tactical game has really attempted to duplicate. Faith is the stat of most importance to magick, both in terms of using it or being affected by it. The higher a character's Faith, the more damage his or her spells cause, the more HP he or she can restore to allies, and the higher his or her chances of success on casting spells like Stop and Arise. Likewise, a character with higher Faith takes more damage, is more easily healed by magick, and more easily affected by spells like Stop and Arise.

What this means in context is that high Faith is desirable in characters who are going to become mages, or who have magickal abilities like Agrias's Holy Knight job. Pure melee attackers like Knights and Ninja are best-served by having the lowest Faith possible. When a character's Faith becomes 0, as when affected by Atheist status, magick no longer affects them (because they do not believe it exists). These characters are at a tremendous advantage when battling magick-users.



Use the Mystic's Disbelief ability to protect allies from enemy spells.

Much like Bravery, there are a host of abilities that can affect a character's Faith stat in combat. Beowulf's Faith ability causes a tremendous Faith increase, and Mystics can use Belief to increase Faith. Orators can use Preach to increase Faith, and Enlighten to reduce it. Mystics can also use Disbelief to inflict Atheist status.



Likewise, if Rapba's Faith gets much higher, she'll leave the party for good.

When Faith is reduced in-combat, note that there are permanent effects just as there are with Bravery manipulations. For every 4 points of Faith a character loses or gains in battle, he or she permanently loses 1 point Faith.

Move

Move is the stat that indicates how many panels a character can move in any direction during their turn. A character with a Move of 3, for example, can move three tiles in any direction during their turn.

Different Jobs have different inherent move rates, and you can equip varying types of equipment that increase Move.

There are a variety of terrain factors that can affect Move, as well. Enemies effectively act as obstructions, since a moving character can step around them but cannot pass them. So, if many enemies occupy tiles within a character's usual move range, that character's movement is effectively reduced. A character surrounded by enemies on all four sides simply cannot move at all.



This is an example of enemies obstructing a character's movement.

Some terrain types inflict automatic movement penalties, reducing the total number of tiles a character can move. Various types of water usually act in this fashion. There is a random chance of rain or a thunderstorm happening on any map, and these weather effects can also penalize movement (especially over Marsh, Swamp, or Poisonous Fen tiles).

It is important to note that Move is a stat that reflects horizontal movement across the map. A separate stat dictates how far up or down, vertically, a character can move. There are cases where the vertical elevation of terrain can penalize a character's usual horizontal movement rate, particularly if the character would be required to jump across a gap, or if there are diagonally sloping panels in his or her path.

Weather and Magick

Note that some weather conditions actually affect the way magick works. If you cast Blizzard spells during a snowstorm, they do more damage than usual. Likewise, Thunder magick does more damage than usual during thunderstorms.



This is an example of vertical terrain changes altering a character's movement range.

BASICS

MOVING

MOVING

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MOVING

Trying to calculate where you can and can't move ahead of time can get very complicated, so it's best to use this simple rule of thumb for checking move rate. First, while in combat, select the Move command from the active character's menu. Do this even if you're not sure that you want to Move yet. The area of blue tiles that appears indicates all of the tiles that are "legal" for your character to move onto. You can cancel this display by pressing **Esc**. If you opt to move to a given tile, you must confirm the selection before you can leave the character there. Note that after you confirm the decision to move to a given tile, you absolutely cannot cancel the move.

STATS



Once you select "Yes", you can't move this character again until their next turn.

There are some abilities you can equip that radically alter movement rate, or let you ignore certain penalties. Ignore Weather and Waterwalking let you ignore weather and water terrain penalties, while Ignore Elevation lets you ignore penalties caused by height. Teleport gives a character the ability to move automatically to any unoccupied tile in their usual movement range, and a percentage chance of being able to move to any tile on a given map. Fly lets a character simply float over all obstacles and enemies unimpeded. There are also some basic movement boosting abilities like Move +1, +2, and +3 that are very useful early in the game.



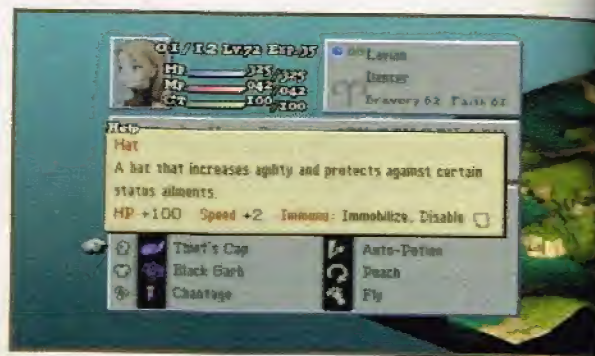
Fly is arguably the best movement ability in the game.

Jump

Jump works in conjunction with the Move stat to determine how far upwards a character is able to move over obstacles and onto elevated areas. A character is able to move up as many height levels as they have levels of Jump at any one time, provided they don't have a movement-altering ability Ignore Elevation, Fly, or Teleport equipped. As with Move, there are many types of equipment and abilities a character can equip to enhance Jump, and different classes have varying base Jump rates.

Speed

This stat determines how quickly a character's CT gauge recharges and therefore, how quickly that character gets to take turns. Various classes have varying base Speed stats, and some equipment enhances Speed. Leveling up also increases this stat, but very slowly. Typically the easiest way to get a Speed boost is to change a character into a speed-oriented class like a Thief or Ninja.



Equipment that boosts Speed is extremely valuable.

Weapon Power

Weapon Power is one of the values the game uses to calculate attack damage. A character with the Dual Wield support ability has a Weapon Power value listed for each of the weapons in his or her hands. Most characters only have one Weapon Power value, listed for the character's right (R) hand. The calculations the game uses to translate Weapon Power into combat damage are fairly sophisticated, so for our purposes here just bear in mind that the higher Weapon Power stat is, the more damage you can expect to inflict on enemies. Weapon Power is determined solely by the equipment a character happens to be using at the time, as it is an intrinsic value of that piece of equipment.

Weapon Evade

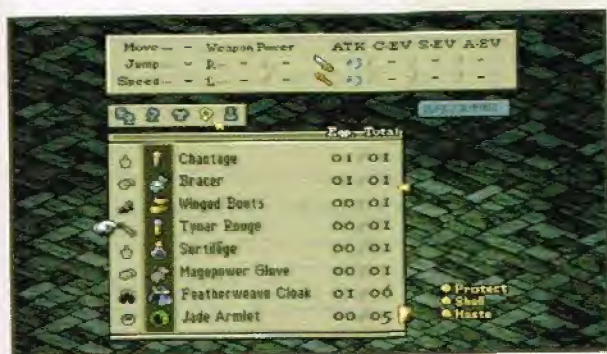
The percentage value next to your Weapon Power stat indicates the evasion bonus that weapon grants you. This bonus is an intrinsic property of every given piece of equipment, and only applies to characters that have the Parry ability equipped. For most characters, you can safely ignore this value. If you are equipping Parry, note it works best with rare weapons like the Defender that grant extremely high Parry bonuses. A Knight who is Dual Wielding, say, Defenders is going to be nearly impossible to hit with basic physical attacks if he is also using Parry.

ATK

There are two significant ATK stats to consider: Physical, and Magickal. These stats are determined by a combination of character level and Job class, and are innate to that character.

Physical Attack, as indicated by the sword-shaped icon, generally comes into play to determine how much damage a character can inflict when not equipped with a weapon. Melee-oriented classes, particularly Monks, tend to have high Physical ATK, and there are some items that can increase this value when equipped. Physical ATK can also act as a modifier when doing damage with a weapon.

Magick Attack fills the same function, as indicated by the wand-shaped icon. It is one of the values that determine how much damage an attacking spell can inflict if cast by that character. This value is innate to most classes, but certain equipment can increase it.



The Tynar Rouge is one of a handful of items that boost both Physical and Magickal ATK when equipped.

EV

The three Ev values that appear to the right of the ATK stat are the character's Class Evasion, Shield Evasion, and Accessory Evasion rates. The way these Evasion rates work (and evasion rates in general) in *Final Fantasy Tactics* is very complex, especially if you factor in abilities that enhance Evasion rates on top of what these basic figures are doing. To simplify things, just remember that these stats reflect base evasion chances in different situations, and that it is good for your character to get them as high as possible. Each Evasion type also has a separate value that applies against Physical and Magickal attacks, respectively.

C Ev is Class Evasion, a stat that only applies when your character is attacked from the front. This stat is innate to the various characters and Job classes. S Ev is Shield Evasion, a stat that applies if your character is attacked from the front or sides. This stat directly results from whether or not your character has a shield equipped, then the quality level of that particular shield. Better shields usually result in better S Ev rates.

The final and most important Evasion type is Accessory Evasion, which applies in every situation in which a character is attacked. As the name suggests, this stat is largely determined by the type and quality of accessory a character has equipped.

Some items, like the various Capes, yield very high A Ev rates when equipped. Generally, most of your character's chance to evade magick attacks comes from their Magickal A Ev stat.



A Ninja who equips the Reflexes ability and the Featherweave Cloak is going to be extremely hard to hit.

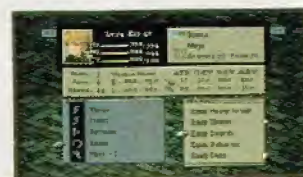
Equipment

Below a character's main stat blocks, and slightly to the left, is a list of equipment they currently have. If you are curious to see which pieces of equipment have the greatest effect on a character's stats, or just to see what they do, press the Select button. This brings up a hand-shaped cursor that can be moved freely around the screen. Use it to highlight a piece of equipment you're interested in, and then press the X button. This brings up a sub-menu full of data about exactly what the weapon does, which abilities it's compatible with, and which classes can use it. It is particularly important to use this on enemies, especially if you end up fighting one that seems unusually powerful for their level.



Unique characters like Ishtud usually carry potent equipment.

Each character has a maximum of five slots that can be filled with equipment: Weapon, Shield, Helm, Armor, and Accessory. Note that a character using the Doublehand ability is considered to have nothing in the Shield slot, and a character using Dual Wield is considered to have the second weapon mounted in its Shield slot. Some classes lack the ability to equip items to one or more of these slots, although there are some support abilities that allow classes to equip types of items they ordinarily couldn't.



A character with many of the right support abilities can use a very wide range of equipment, regardless of current class.

BASICS

CHARACTER

ITEMS

STATUS

ABILITIES

ITEMS

ITEMS

ITEMS

ITEMS

ITEMS

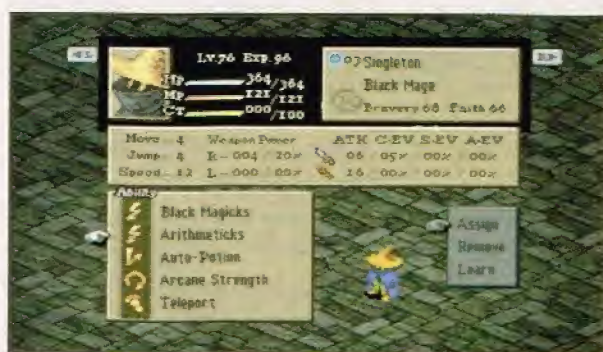
ITEMS

ITEMS

Abilities

Below and to the right of the main stat block on the status screen is a list of the character's abilities. Each character has five ability slots: primary, secondary, reaction, support, and movement. The primary ability slot reflects what the character's current Job class is, and cannot be changed without changing the character's Job class.

The secondary ability slot plays a large role in what gives *Final Fantasy Tactics* its tremendous depth. A character can equip the Primary ability of any other Job they have unlocked and can use that ability freely. This allows for some devastating combinations. A Ninja who equips the Knight's Arts of War ability gets double the chance to Rend an enemy's equipment, because a Ninja can Dual Wield weapons. A Mage who equips the Monk's Martial Arts abilities can use Chakra to restore their own MP. The possibilities are nearly endless, and there are a few that let you create characters that can utterly dominate the single-player portion of the game.



A Black Mage using *Arithmetics* in his or her Secondary slot is one of the most powerful characters.

The reaction ability slot allows a character to equip a skill that takes effect only in situations where the character is being attacked by an enemy. They range from very simple and straightforward to very specific and sophisticated. Sticky Fingers, for instance, only takes effect against the Ninja ability Throw. It neutralizes the damage done by letting the character simply catch (and keep!) what the Ninja throws. Probably the most useful reaction ability for a player to equip to their characters is Auto-Potion, which gives a character a chance of automatically using the weakest potion from the inventory upon taking damage from any source.



Auto-Potion is a powerful defense for most characters, in most situations.

The support ability acts primarily to let you customize your character somewhat. These are passive abilities that persistently affect the way a character performs. Most commonly you might use them to let a character equip something they couldn't ordinarily use, such as giving Monks the Knight's Equip Heavy Armor ability. Some simply enhance the way a class goes about their basic functions, such as the Black Mage's Arcane Strength that increases spell damage, or the Time Mage's Swiftess that enhances casting speed.

Movement abilities do exactly what you think they would: they enhance the way characters move across the map. Typical examples are Move +1, +2, and +3, which grant a character more tiles of movement. Ignore Elevation lets characters ignore the Jump Restriction, and Fly lets a character ignore all obstacles on the field. There are also abilities like Lifefont and Manafont, which let a character regenerate HP or MP (respectively) as they move.

Early in the game, you want to focus on giving characters an ability to put in every slot as quickly as possible (Counter Tackle, JP Boost, and Move +1 are good starters). Later in the game you'll want to focus on acquiring a wider variety of abilities for a character to equip, to reflect different combat roles and situations. When fighting an enemy, it is very important to immediately bring up the status screen and see what abilities they have equipped. Otherwise you may be caught flat-footed if a Time Mage suddenly begins casting Cura on allies, or a defensive ability like Reflexes causes a high proportion of your attacks to miss.

THE JOB SYSTEM

In discussing how Jobs and abilities can affect a character's basic stat block, exactly how the Job system in *Final Fantasy Tactics* works hasn't been covered. That's because the Job system really deserves an entry unto itself. This system is the core of *Final Fantasy Tactics*' gameplay and is very complex. It gives a player a lot of ways to build powerful characters, but also means that creating a strong character requires a lot of work.

The best way to explain how the Job system works is to use a brand-new, level one character named Subject A. Like all new characters, Subject A comes to us as a Squire. We can also change him into a Chemist, but these are his only options. If we examine his abilities (through the Party Roster option at the main menu, which we can explore in more detail later), we see that he is actually a level 1 Squire and a level 1 Chemist.

These "Job levels" are distinct from Subject A's overall experience level. Subject A's Job level in any given Job is based on the overall number of Job Points (or JP) he's accrued. As a brand-new character, Subject A has around 150 points in both of his default possible Jobs. If he increases that number to 200, he can become a level 2 Squire or Chemist (depending on how we want to shape him).

Subject A can gain more JP by being deployed in a battle and successfully taking actions. The effects of these actions don't matter, just that the move doesn't miss or isn't blocked. So as a Squire, Subject A gains as much HP from doing 6 damage with the Stone ability as he would from making a successful attack that does 20 damage. If we make him a Chemist, he can gain even more JP from successfully using Items on allies as he can from attacking enemies.

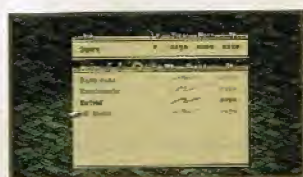
He can also gain EXP this way, too, so don't worry about having to find ways to kill enemies to level up your Chemist. His role in combat is healing and assisting allies, and that's all he has to do in order to advance. This said, since the game only allows you to deploy 4-5 characters at a time, it's usually best for all of them to be able to contribute to a battle in more than just a support capacity.

A character can only gain JP for whatever their current Job class is, even when using secondary abilities equipped from another class. If Subject A uses an Item successfully while a Squire and gains 30 JP for it, then after the battle you'll see that those 30 JP did not affect his Chemist level at all. They affected his Squire level, and may have earned him enough JP to become a level 2 Squire.

Of course, if you just drop Subject A on the field, you may notice that he can't use any of the special abilities that a Chemist or a Squire is supposed to have. His Fundamentals and Items abilities may be greyed out entirely and unselectable. That's because class abilities (other than innate ones, like Brawler for Monks or Dual Wield for Ninja) aren't automatic. You must pay for them, out of the pool of JP that the character has earned for that Job.

So, at level 2, Subject A will have at least 200 JP to spend on abilities from the Squire Job. You can buy abilities for him to use with the Fundamentals command, or abilities to equip to Subject A's Reaction, Support, or Movement slots. Hitting left or right on the D-Pad while in his Abilities menu lets you move between his different ability lists by type. Likewise, if you want to give him the Items ability as his Secondary, you should first spend some of his Chemist JP so that he can use basic Items like Potions.

The Chemist also has reaction, support, and movement abilities you'll want to learn eventually, but for a low-level character you want to begin with abilities that will let him gain JP quickly.



JP Boost is always, always the first ability a new character should learn.

Job levels are important as more than just a benchmark of how much JP you have earned with a given character. Squire and Chemist are weak, beginner classes, and eventually you want Subject A to be able to become something more powerful. Luckily, as Subject A levels up as either a Squire or a Chemist, he is going to unlock more Job classes and the larger pool of abilities that come with them. For instance, once Subject A is a level 2 Squire, he has the option of becoming a Knight or an Archer, and can learn those abilities in addition to his basic Squire abilities. As a level 2 Chemist, he can become a White Mage or Black Mage and gain access to the abilities of those classes.

There are, in all, 21 different classes a single character can eventually unlock in *Final Fantasy Tactics*. It is entirely possible for a single character to unlock and master them all, although this is going to take an extraordinarily long time. Most characters are probably only going to master a few classes in the course of your game, depending on what role you want them to play in your army.

Take, for example, Subject A. As a starting character, his Bravery (49) happens to be very low, while his Faith (69) happens to be very high. With those stats, Subject A would be a very good spellcaster and a decent Treasure Hunter, so he should focus on leveling up as a Chemist and using the Jobs unlocked with Chemist levels... and then the Jobs unlocked by leveling up as a White Mage and Black Mage, and so on until he eventually becomes a Summoner or Arithmetician with access to a library of potent spells from a variety of magick-oriented Jobs.

A more in-depth guide to unlocking and using Jobs and abilities properly follows in the Jobs and Characters section of the guide, and you should read it carefully when planning how to build a character. The Advanced Strategies section also contains lots of clever advice for letting characters gain JP and Job levels quickly.

Note that the Job system works slightly differently for special story characters like Agrias. She cannot become a Squire at all; in place of Squire in her Job tree, she gets the special Holy Knight class that generic characters like Subject A can never unlock. Many of the basic, important Squire abilities like JP Boost and Focus appear as part of Agrias's Holy Knight class ability set (and in other character-specific classes, too). For purposes of unlocking certain potent Jobs like the Mime and Onion Knight, Agrias's level as a Holy Knight is going to count in place of the Squire levels usually required.



Although Agrias can't become a Squire, note that the Onion Knight is still among the list of Jobs that she can unlock.

So, in a certain sense, story characters with special Job classes have a complete advantage over generic characters like Subject A. They can learn all of the Jobs that Subject A can, in addition to unique and often powerful abilities specific to their character. Couple this with the superior innate stats story characters tend to have, so many players may opt to remove generic units like Subject A from their army completely by the time they reach Chapter 3 or 4 of the main game.

COMBAT

All of this detailed character building in *Final Fantasy Tactics* is directed toward one end: winning battles. The game is effectively a series of challenging battles bookended by story sequences. Some battles are optional and have to be unlocked by meeting certain requirements, but the vast majority of the game's challenges are required. A player can also participate in random battles that occur when crossing uninhabited areas.

The goal of combat in the game is usually to defeat all of the enemies on the field. The rare exceptions simply require that you defeat only one very important character. These battles are exceptional, so you should usually go into fights ready to defeat every enemy you see there. The best way to explain combat is to take one of these typical characters and walk through it, step by step, from beginning to end.

If you look at the following screenshots closely, you will notice that Cloud Strife, an optional character not available until Chapter 4, is in Subject A's party. This is because Cloud Strife joins your party as a level one character, and requires a certain investment of time and effort to level up. Although other story characters may join at higher levels, they also usually need to spend some time leveling up to get necessary core skills like JP Boost and Auto-Potion. The lesson you should take from this is that leveling isn't something you ever really stop doing in *Final Fantasy Tactics*. Throughout the game, you'll be working on building and improving the 24 characters you are allowed to recruit. It is very difficult to build perfect characters that can easily handle every possible game situation.

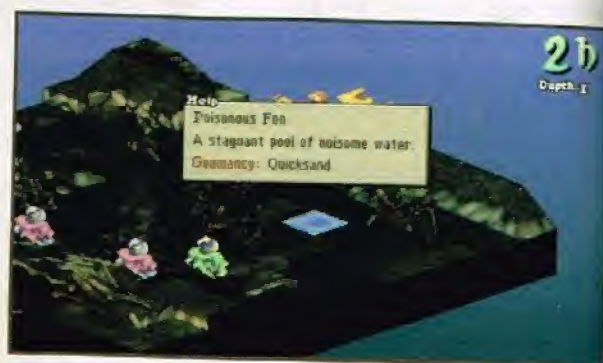
The easiest way to level up a character is in random battles, so for our example fight Subject A and Cloud are going to go into a random encounter.

Status Ailments

Before getting into the description of a typical battle, this is a good time to pause and discuss status ailments. A status ailment is simply an effect that causes your character to behave in some abnormal, usually negative fashion. Using them is going to play a large role in this fight, and in general they play a much larger role in *Final Fantasy Tactics* than they do in most tactical RPGs. Most status ailments can be resisted if you have the right equipment (usually an Accessory) on a character, or healed with the right type of Item. A list of the game's status ailments is listed in the table below. You need to be both prepared to use them against your enemies, and to cope with them being used against your own characters. Note that many status ailments, if not cured, eventually "time out" after roughly three turns and fade away.

The thing to remember about random encounters is that they are scaled to the level of the strongest character in your party, even if you don't deploy that character. In this particular game, it means most of the random enemies are going to be around level 70 or so. It is possible for Cloud and Subject A to survive a battle even with enemies that strong, since they will be using strong equipment, but they're going to need some powerful characters escorting them through the fight. To that end, they are going to be escorted by Singleton, a level 76 Black Mage with Arithmeticks, Lavian, a level 72 Dancer, and our level 74 Ramza, acting as a Knight with Item

The battle triggers when walking over the Tchigolith Fenlands, an area with challenging terrain and, usually, a lot of undead enemies. There are many maps where you can pay little attention to what terrain you're standing on, but Tchigolith isn't one of them. Scattered throughout the Tchigolith Fenlands map are Poisonous Fen terrain tiles, which can inflict the negative Poison status on a character that stands on them. Passing over the tiles is fine, but not ending a turn on them. Poison status can be deadly to weak level 1 characters like Cloud and Subject A, so they need to be carefully positioned in this battle.



Highlight a map tile and press Select to find out what kind of terrain it is. On this map, Poisonous Fen appears as discolored water.

Status	Effect
Undead	When a character is Undead, healing items and spells damage them, and resurrecting items like Phoenix Down are deadly. Few enemies can inflict this on your characters, but you fight Undead versions of many enemies.
Oil	This status makes characters take more damage from fire elemental attacks. It's usually inflicted by Bombs and Grenades (who use fire elemental attacks).
Toad	A character turned into a Toad can only use a weak physical attack, and becomes very vulnerable to damage. You can easily inflict this on enemies with the Toad spell.
Vampire	A character turned into a Vampire can only use the blood-draining Vampire ability, and begins mindlessly attacking all other units. If everyone in a battle becomes a Vampire, it's Game Over.
Blind	When a Blinded character attacks an enemy, that enemy's evasion rates are double their usual values.
Confuse	A Confused character or enemy begins taking random actions against both allied and enemy units. Physically attacking a Confused character removes the status.
Doom	This status causes a countdown, much like the one that appears over a defeated character's body. When the count reaches 0, the character is instantly defeated.
Sleep	When a character is Sleeping, they are unable to move or take actions. This status ends if a character is physically attacked.
Stop	A character afflicted with Stop can't move or take any actions until the status fades away, or is altered by other Time Magicks.
Slow	A character afflicted with Slow fills their CT bar less quickly, and gets fewer turns. This status lasts until it fades out, or is altered by other Time Magicks.
Stone	A character afflicted with Stone can't move or take any actions. This status does not fade away, and a character turned to Stone is considered defeated for purposes of determining whether a battle is won or lost.
Charm	A character that's charmed by an enemy turns on his or her allies and begins attacking them. Charmed status lasts until it fades away, regardless of how frequently a Charmed character is attacked.
Silence	A Silenced character cannot cast any spells. This ability fades out after so many turns.
Poison	This character takes damage at the end of every turn, equivalent to roughly 12.5% of their total HP count. This status fades eventually.
Disable	A character that is Disabled can move, but cannot take any other Actions. This status lasts until it fades away.
Immobilize	A character that is Immobilized can take actions, but absolutely cannot move. This status lasts until it fades away.
Atheist	A character turned into an Atheist acts as if their Faith were 0. He or she cannot cast spells or be affected by magick.
Berserk	A berserk character begins automatically pursuing and attacking enemies with only physical attacks, disregarding all other abilities. This status remains until it fades away.
Faith	A character given Faith acts at all times as if their Faith stat was 100, and is unusually vulnerable to magickal damage.
Reflect	Causes magick to effectively "bounce" off of the character if spells are focused on him or her as a unit. The spell may affect another character on the field or simply become ineffective.







More about Terrain





Although the primary terrain feature that is going to affect this battle is the Poisonous Fen tiles, there are other terrain features you should keep an eye out for during combat. Generally, which of the game's 48 terrain types you're standing on as you fight is only important if you're using a Geomancer (see the Jobs section for more details). Watery terrain tiles and height differences can impede movement, but usually no more, and there are a host of abilities to negate these penalties.

What you do need to keep an eye on, when fighting in areas of watery terrain, is Depth. If you are in water that is only Depth 1, your character is safe and can act normally. If you get into Depth 2 water, your character can no longer take Actions or even use reaction abilities. At best, the character can move, and even then at a reduced rate. It's very important to stay out of Depth 2 water in combat, or to use abilities like Waterwalking that neutralize the penalty.

Another terrain oddity to consider is Lava, which characters simply cannot stand on unless they have the Lavawalking ability equipped. Also, keep an eye out for sloping terrain. Sometimes you can stand on these areas, like Roofs, but if an area slopes too steeply you can't move characters onto it. You can see this most clearly exemplified in the Mandalia Plain map, which is studded with rocks too jagged to stand on.

Battle Start

Combat begins at the deployment screen. Use the  and  buttons to sort through your party. When you come to a character you want to deploy, highlight the tile you want to deploy him or her on and press the  button. If you wish to move a character you have already placed, hit  and  until his or her portrait is highlighted, highlight the tile he or she is standing on, and then press the  button. This "un-deploys" the character in question, so you can place him or her elsewhere, or pick a different character. When you're finished deploying your characters, press the start button.

Ramza is the first allied character that can act, signified by the "AT" appearing above his icon. Highlight his tile and press the  button to bring up his Action Menu. If you want to explore the map a bit more, hit  to shut the menu off. Tap  over enemies if you wish to examine their status menu, or  over terrain tiles to examine their names and effects.

His Action Menu lists five options: Move, Act, Wait, Status, and AI. Move allows him to walk to any tile that is highlighted in blue after this option is selected. This highlighted area effectively represents his move radius. Thanks to his Germinas Boots, it is rather large. After Moving, you can choose Act, Wait, Status, or AI from his Action Menu. If you had opted to have Ramza Act while on his current tile, you could choose to Move him after his action.

Act is the command that lets you order a character to use a standard Attack, a Primary or a Secondary ability. Right now Ramza can Attack, use Arts of War, or use Items. All of these abilities require him to be on a tile adjacent to his target, but note that this is not always the case. Most Magicks can be cast from four or five tiles away, and several weapons allow characters to Attack from two tiles away. Likewise, there are some abilities that can affect any single enemy in a given radius, or might affect every enemy on the map.

Critical Hits

Approximately 5% of the time you initiate an attack a Critical Hit occurs. This type of hit increases the damage of the attack by 1.4. There is also a 50% chance that the Critical Hit will knock the enemy backwards 1 panel. There is no way to predict when critical this happen, unfortunately. You can get an interesting bonus effect if a critical hit knocks a character from a very high tile down to a lower one. On top of the damage from the attack, they also take extra damage from the fall!

No one is within range for him to attack, so there isn't anything for him to do. It's best to have Ramza finish his turn by Waiting after he has moved toward the most dangerous enemy on the field, the Archer. Still, don't pick the Wait option just yet. There are a few more menus to explore before moving on to letting other characters move.

Combat AI

The fifth option on the Menu, AI, isn't one that's recommended for all but the most advanced players with powerful characters. AI essentially lets you order the computer to take control of your character and fight the battle itself. The default setting for AI is "Manual", where you make all of that character's decisions yourself. Other available options are:

BERSERKER: Makes characters act relentlessly on the offensive, with no concern for personal safety.


DEFENDER: Makes characters act relentlessly to protect allies, with no concern for personal safety.


HEALER: Unit focuses purely on restoring HP and MP to allied forces.

COWARD: Unit attempts to flee from enemies to a safe location, while trying to recover HP.

None of these AI settings are going to make decisions as efficient as the ones you would make yourself in battle. They are only worth using if you have very powerful characters and are confident that your party can't lose.

Combat Menu

Pressing the  button during any character's turn brings up the Combat Menu, with three very useful options to select from. The Unit List allows you to view a display that lists which characters, and in what order, will take the next 39 turns. Examine it carefully and use this information to make wiser decisions in combat.

The Unit List is slightly less useful, but it lets you quickly observe the facing of every character on the field. You can highlight various characters with the directional pad, and use the analog stick to change which stat is displayed below each character. Once a character is highlighted, you can press  to view their status screen.



The Unit List allows you to quickly examine the enemies on the field.

The Options screen lets you customize a variety of options relating to combat to your personal taste. Most of these options relate to the way the cursor moves and how you'd like to see text displayed in battle. Feel free to alter these options until the cursor and battle display work exactly as you want.

After Ramza's turn ends, our strategy for helping Subject A and Cloud level up begins. First, Lavian uses her turn to initiate the Dancer's Forbidden Dance ability. When Dancing, Lavian can't take any other action, but every 15 turns or so her Dance is going to affect all the enemies. Forbidden Dance inflicts some crippling status effects that are handy for characters that need to be leveled up like Slow, Stop, and Toad. While the status effects are random, the fact that the Dance is affecting enemies persistently greatly increases its chances of crippling an enemy.



Note that Lavian can still move while Dancing, she simply can't take other actions.

The next allied character to get a turn is Singleton, the Black Mage with Arithmeticks. His Arithmeticks lets him use complex rules to determine who is affected by his spells, and he can use Arithmeticks to cast any spell he's learned, including White Magicks, Time Magicks, and Mystic Arts. What he is going to do in this battle is look for rules that let him inflict Time Magicks like Stop on the enemy, or helpful spells like Haste and Protect on his allies. He could use his Arithmeticks to simply cast massively damaging spells like Holy and Flare, but the goal of this battle is to let the level 1 characters gain experience.



The drawback to Arithmeticks is that most calculations affect both your units and the enemy, which is undesirable.

Elemental Damage Types

From early in the game, Black Mages have access to three types of spells that deal elementally-branded damage: Fire, Blizzard, and Thunder. Certain monsters may be vulnerable to one of these damage types. If so, they take more damage than usual from spells of that type. To find out whether or not a monster has elemental vulnerabilities, just examine their status screen. Note that human opponents generally do not have elemental weaknesses, but tend to take more damage from Holy than monster opponents.

Subject A and Cloud are going to hold back and spend their turns Waiting, until one of the enemies is either near death or completely crippled by a status ailment. Until then, attacking is too dangerous for them. Meanwhile, Ramza works on trying to quickly defeat the most dangerous enemies on the map, who would pose the greatest threat to level 1 characters. In this case, it's the Archer and the Exploder that are near her.



The Archer can do tremendous damage to the level 1 characters, and from a very great distance.

Cloud happens to have his Materia Blade, so he can use his Limit abilities. This lets him attack enemies from a distance, which is very useful for leveling up a new character.



Although Cloud does little damage, he's gaining about 80 EXP per successful hit.

After Forbidden Dance has gone off two or three times, and Ramza has eliminated the Archer, the allied party should have an advantage. Now it's simply a matter of waiting the battle out, so Subject A and Cloud get as many successful attacks in on the last few enemies as possible. In the meantime, there is an interesting phenomenon to be observed with the bodies defeated foes left behind.

After characters are defeated, note the numbers that appear over their bodies. These numbers effectively indicate how close the character is to dying. While being "defeated" is a situation that can be remedied with a Phoenix Down, once a character is dead they are gone forever. This is absolutely not something you ever want to let happen to your characters. Fortunately, as long as you use a Phoenix Down or a spell like Arise on a character before the countdown runs out, you can preserve them from permanent death. A battle is really only worth giving up on if you can't win it without losing a character that you want to keep permanently.



These Ghosts, for instance, are going to disappear soon.

It is very likely that, in the course of the battle, Subject A and Cloud are going to die. They may die several times. This is okay, because Singleton knows Arise, (a spell that can be casted instantly with Arithmeticks) which restores defeated characters with full HP. In the meantime, as enemies start to suffer from Slow and Stop, the leveling up can begin.

Note that when one of the defeated enemies' count-down reduces to 0, its body disappears. In its wake, it can leave behind one of three things: a treasure chest, a blue crystal, or a special crystal. Chests or special crystals may be of a variety of colors, which simply indicate the type of enemy that left them behind. They do not indicate item quality, as you might initially expect.

A treasure chest contains an item, either a healing item in the case of most monsters or possibly a piece of equipment if the enemy was human. The equipment is usually something they were using themselves before they were killed, selected at random. Although this is less effective a method than just Stealing good equipment, you can still gain some useful items this way.



This is the Accessory the Archer was carrying before she was defeated.

A blue crystal restores a character's HP and MP to full when grabbed, and snagging one of these can completely turn around the course of a difficult battle. A special crystal, if left behind by a human, lets you choose whether to Restore HP/MP or learn one of that defeated character's abilities for free. This is the only way in the game to learn abilities without spending JP, and you should take every opportunity like this you can get. You can select the ability you wish to learn from a short list that selects the defeated character's abilities for learning essentially at random.



If you successfully pick up a special crystal, you should see this menu.

For Subject A and Cloud, the battle is about over at this point. Most of the enemies are defeated or crippled by statuses like Toad. The stronger characters are going to stand back and let them mop up the remaining the enemies. When all of the enemies are defeated, the battle ends and Subject A's party is declared victorious.

At the battle's end, the party is going to be awarded a gil bonus based roughly on the enemy's level and how difficult it was to defeat them. Even if Subject A and Cloud only got a few actions in, they should both be level 2 characters now, and very close to earning vital starting abilities like JP Boost. After a few more hours of doing random battles like this, they could easily be level 30 or 40 characters, capable of holding their own against most enemies.



A new character gains levels slowly at first, but this speeds up exponentially as they grow stronger and attain new abilities.

This is the general flow of battle in *Final Fantasy Tactics*. Allies and enemies take their turns as their CT bars fill, and take actions intended to damage the opposing side. Victory nets characters gil and, in story battles, item bonuses in addition to whatever is stolen or gathered from defeated enemies on the battlefield. Winning battles in *Final Fantasy Tactics* is extremely profitable, and losing them only nets you a Game Over screen. Save frequently and challenge every battle you can.

BUILDING YOUR ARMY

So what kind of army is best-suited to meeting the game's challenges? With only five deployment slots (at most) to use in any battle, you frequently only get to field a tiny fraction of the total force of, at most, 24 characters available to you. When you are as late in the game as Subject A is, you can use almost anything you like. Even a character starting at level 1, like Cloud, can begin succeeding in battle and gaining levels provided there are stronger characters with him to offer protection and support.

You need to spend the most care building your army early in the game, particularly in Chapter 1, when you have few characters at your disposal and none of them are going to be special story characters save Ramza. At this point in the game, you want to carefully train characters up for the roles they will be assuming throughout your game.

You want at least one character acting as Chemist at any given time, three characters acting as physical attackers, and perhaps one character acting as a spellcaster. Eventually, one of your physical attackers should become a Thief and begin learning how to Steal, in preparation for becoming a Ninja. Likewise, the Chemist role is eventually phased out in favor of defensive abilities like Auto-Potion, or the simple expedient of giving each character the Item ability.



A Chemist is vital early in the game, but eventually you need to field more potent characters instead.

Ramza is likely to act as a catch-all during these early missions, especially in Chapter 1 when he can easily become a potent Black Mage and rapidly eliminate enemies that threaten the party. He can also, for instance, become a Chemist long enough for other characters to learn JP Boost and Focus as Squires. Once the rest of the party is leveled they can move into other Jobs, and Ramza can earn his points for Focus and JP Boost later. Ramza is better suited to mastering every Job in the game than most other characters, so even as late as Chapter 4 you may find his role in the party shifting wildly from battle to battle.

Beyond these five core characters to see you through the game, what you use in battle is somewhat immaterial. Generally you'll keep your caster character throughout the game, but melee attackers are likely to end up replaced by potent story characters like Agrias, Meliadoul, and Orlandeau. Your catch-all character may also remain in the party, especially if you use a female character in this role. She can become a Dancer, who is a tremendous help to any party in random battles if she knows abilities like Slow Dance and Forbidden Dance.

Overall, you want to recruit every unique character who offers to join your party, and keep around generics that you have invested significant amounts of time and effort in. Note that any character in your party who isn't a guest can be dismissed at any time. Also note that it's possible to recruit new characters at any time, either from the Warrior's Guild or by using the Orator's Entice ability to convince enemies to join your party permanently. This brings up another subject about building your army that needs to be discussed in detail: using monsters as part of it.

Recruiting Monsters

The first time a monster joins your party is in Chapter 2, when Boco the Chocobo joins your ranks. Chocobos are useful monster allies, in general, since you can ride them in battle (see the Advanced section for details). Later, your Orator can learn the Entice ability to convince other types of monsters to join your party. What you quickly learn with Boco is that monster allies don't spend the days you invest in random battles just waiting around.

The more time that passes with a monster ally in the party, the greater the chance that they can breed even more allied monsters from the same family.

The rules for monster breeding are fairly straightforward, and getting monsters to breed requires no effort at all. It's going to happen if any monster is left in a party with any empty slots for any significant length of time. The times between adding a monster to your party and seeing your first egg are somewhat randomized, but at the most it should not take much longer than a week.

In a random number of days (but never less than two) the egg hatches into a monster whose level is going to be, roughly, a duplicate of the level of some other character in your party. So if there is a level 7 character in your party, an egg can hatch with a level 7 monster; if there is a level 35 character in your party, an egg can hatch into a level 35 monster, and so on. So, it's possible for a monster caught at low levels to hatch units much stronger than it, provided your characters are still gaining levels.



Although Boco is only level 11, his offspring are at much higher experience levels.

Also, note that each monster family has three progressively more powerful species. For instance, there is the basic yellow Chocobo, the more potent Red Chocobo, and the very powerful Black Chocobo. A weaker species can breed stronger species from the same family. For instance, the yellow Chocobo has a 71% chance of laying eggs that hatch into other yellow Chocobo, and then a 29% chance of laying Red Chocobo eggs. A Red or Black Chocobo has a 57% chance of breeding yellow Chocobo, a 29% chance of breeding Red Chocobo, and a 14% chance of breeding Black Chocobo. Note that these percentages apply to every family of monster when it comes to how breeding works for the three species within it. Keep them in mind when you're trying to breed a specific type of monster.

The advantages of monster breeding are obvious. By using Entice, you can add any monster to your party. If you add, say, a Wisenkin or Hydra to your party and leave it alone to breed for a month or so, you may have a frighteningly powerful Sekhret or Tiamat at your disposal. Since the young monsters gain levels based on how powerful your human characters are, there's no need to level up monster allies. Leave them alone, and they'll breed other monsters at higher levels than themselves.



There's something to be said for having your very own Red Dragon.

BASICS

CHARACTER

ADVANCED

MONSTERS

ITEMS

QUESTS

STRATEGY

FAQ

INDEX

ABOUT

CONTACT

Consult the table below to see all of the game's monsters listed by family and species. Remember that starting with a monster of the level 1 species is inevitably going to produce a more powerful monster of the level 3 species if you just wait a month or so. Remember that all monsters of a given type have identical abilities, and you can easily see them all by checking the monster's status screen.

MONSTER LIST			
Family	Species 1	Species 2	Species 3
Behemoth	Behemoth	Behemoth King	Dark Behemoth
Bomb	Bomb	Grenade	Exploder
Minotaur	Wisentkin	Minotaur	Sekhret
Chocobo	Chocobo	Red Chocobo	Black Chocobo
Dragon	Dragon	Blue Dragon	Red Dragon
Floating Eye	Floating Eye	Ahriman	Plague Horror
Ghoul	Ghoul	Ghast	Revenant
Goblin	Goblin	Black Goblin	Gobbledygook
Hydra	Hydra	Greater Hydra	Tiamat
Aevis	Jura Aevis	Steelhawk	Cockatrice
Malboro	Malboro	Ochu	Greater Malboro
Pig	Pig	Swine	Wild Boar
Piscodaemon	Piscodaemon	Squidraken	Mindflayer
Great Cat	Red Panther	Coeurl	Vampire Cat
Skeleton	Skeleton	Bonesnatch	Skeletal Fiend
Treant	Dryad	Treant	Elder Treant

There's a potent disadvantage to this kind of monster breeding, though. Simply put, there's no way to stop monsters from breeding while they are in your party. If you happen to see monster eggs while checking out your party screen, you can destroy them, but it's not unusual for monster eggs to hatch before you even know they are in your party.

Monsters keep breeding until you've filled up all of your party's character slots, too. At this point, it becomes impossible to add new characters to your party, even story characters, unless you dismiss some of the monsters. If you want to keep a monster character like Boco in your party throughout the game, you are going to be constantly pausing to dismiss his offspring.

Coupled with this annoyance is the fact that monster characters, even extremely powerful ones, generally aren't ever going to be as powerful as a human character of equivalent experience level. Monsters always have fixed abilities and weaknesses, whereas your humans are infinitely customizable with equipment and abilities. Leveling up a human lets him or her gain JP that increases the range of their abilities, while monsters can only gain EXP.

It's generally not worth it to keep monsters in your party throughout the game. Even Boco may end up being dismissed, simply so you don't have to deal with his offspring clogging up your Party Roster screen. This said, there are specific situations where recruiting a monster is a good idea, if only to prevent you from having to fight it. You are just, usually, going to keep these monsters in your party temporarily.

The most compelling reason to recruit monsters is for poaching. It is generally easier to get the rare items acquired by poaching rare monsters if you simply capture a member of that monster's family and begin breeding them. Then, just kill off your monster allies, who won't put up any fight, until you get as many poached items as you want. Note that this method is essentially the only way to create the level 3 monster of the Pig family, the Wild Boar, who yields up unique items when poached. Consult the Poaching section for more details about using this technique.



Breeding Dragons is an excellent way to acquire the rare Dragon Whisker and Dragon Pole items.

USING THE MAIN MENU

All of the sophisticated management of Job classes, abilities, and equipment types happens through the Main Menu and the various sub-menus it lets you access. You can bring up the main menu at any location on the world map, by pressing the button. From there the button confirms selections and the button cancels them. A list of the options and the sub-menus they open up follows. Note that some menu options are more complex than others.

Move

Going somewhere in *Final Fantasy Tactics* is as simple as using the directional pad to move the cursor toward the location you want, and then pressing to confirm your selection. Ramza automatically picks the most direct route to his destination.



This is usually the easiest way to get around the world map.

If you prefer, you can use the Move option at the Main Menu instead. Selecting this option brings up a sub-menu that lists all of the areas that you can currently travel to. Locations you need to visit to advance the story or a sidequest are highlighted in red, just as they would be highlighted in orange on the world map.

Party Roster

This is by far the most important feature of the Main Menu, and the one you'll use the most. It is through this sub-menu and the further sub-menus that branch from it that you'll do most of your character and army management.

When you select the Party Roster menu, you see a screen that looks much like the Unit List menu you can bring up during combat. It lets you view your character stats the same way, and highlight them with the directional pad in much the same way. If you press the \otimes button, you even bring up a highlighted character's Status screen.

Press the \odot button when a given character is highlighted to bring up their Management Menu. This menu lets you adjust and customize everything about a given character, by branching off into a variety of powerful sub-menus. The parts of the Management Menu are as follows.

EQUIPMENT

This sub-menu lets you Equip or Remove items from your character. Simply select the option you want, highlight the equipment slot you want to modify, and confirm your selection. Removing makes the item initially equipped disappear immediately. Equipping brings up a list of equipment that could possibly fit in that slot, with items that particular character can't use greyed out.

The Optimize selection may seem like a useful shortcut for quickly equipping a character, but be careful with it. What the AI decides is optimal sometimes bears little resemblance to what is actually useful to you in combat. For instance, it instantly tries to equip Flails and Axes to any class that can use them, but sometimes these weapons are barely worth using at all. It is generally a better idea to ignore the Optimize option and select your own equipment yourself. Note that after you change a character's Job class, their equipment is automatically "optimized", so you should make sure you go into their equipment menu and change it into something that better suits your current purpose.



Letting the computer Optimize for you can actually make your characters weaker.

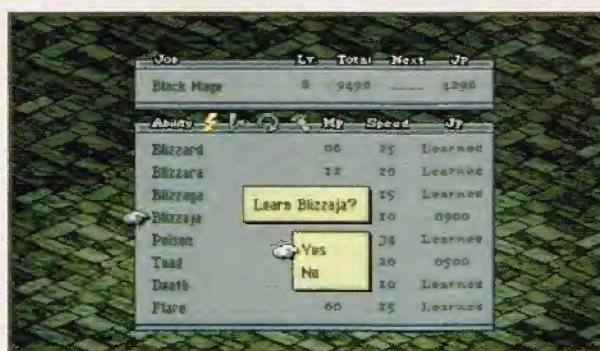
View List lets you view your entire item inventory, as sorted into varying tabs for Weapons, Armors, Helms, Accessories, and Items. This is useful both for checking on your store of items for your Chemist to use, and to just take a moment to get a general overview of what equipment you happen to have on hand at the moment. Note that you can't equip things to a character from this menu, but you can use it to unequip items from another character, or to simply discard items you don't want anymore.

ABILITIES

This simple sub-menu lets you assign and remove abilities from a character. Most importantly, it lets you teach characters new abilities and check on their JP levels in their various Jobs. Assigning and removing works much the same way it does with equipment: highlight the action you wish to take and the slot you wish to modify. Removing abilities automatically empties the slot, while assigning lets you pick a different available ability from an appropriate list.

Learning new abilities is a more complicated process. After confirming your selection of the Learn option, you'll go to that character's JP Menu. This is a simple listing of all of their Jobs, Job levels, JP needed to advance, and accrued JP. Select the Job you want to spend JP in, and you will move to a list of abilities associated with that Job and their JP costs, separated into tabs for action, reaction, support, and movement ability types.

Simply use the directional pad to switch between the tabs. Any abilities you can't afford to buy will be greyed out. Any selectable abilities can be purchased by highlighting them with the cursor and pressing the \otimes button. After that, you must confirm your selection again by selecting yes or no. After you have spent JP, you have lost those points forever and are stuck with the ability you have purchased, so think about this decision very carefully.



It's generally best to buy abilities after amassing lots of points, so you don't impulse-buy cheap abilities that are not useful.

JOB

This sub-menu lets you alter a character's Job class. Selecting it brings up a ring of all the various Job sprites, and you can use the directional pad to sort through them. Whichever Job is currently highlighted is at the front of the ring, with its name and current Job level highlighted. Jobs a given character hasn't unlocked yet are present, but greyed out and unselectable. Press \otimes while a given Job is highlighted and you'll be given the option of changing a character's Job. Note that when between battles, you may change Jobs freely. Remember to re-equip and, if necessary, re-assign a character's abilities after changing their Job. A star appears over a Job's head at this menu if a character has learned all of its abilities, and Mastered it.



Changing Jobs is absolutely easy, but re-equipping your character after can take a little time.

DISMISS

Use this option when you decide you want to eliminate a character from your party. You are probably going to use this to first dismiss Boco the Chocobo's many superfluous children, but you may use it later in the game if you decide you don't want a given generic character anymore. After selecting this option, you have a final chance to confirm or take back your decision by selecting yes or no. If you select "Yes", you see the character's departing message, and then they're gone from your party for good. Be careful when deciding whether or not to dismiss characters, since once you have dismissed a character you can never get him or her back.



You can even dismiss story characters if you are tired of them.

SORT UNITS

This handy option can make managing your party a little bit easier. Once you select it, you can opt to organize your party by:

NUMBER: The characters' roster numbers. A character is assigned the next available roster number when he or she joins the party.

LEVEL: Organizes characters by experience level. Useful for grouping together low-level party members and giving you an idea of who needs to do some leveling up.

JOB: Organizes the characters by their current Jobs. This option is hard to use properly, since the way the computer chooses to sort by Job is difficult to understand.

BRAVERY: Sort characters by Bravery levels. Very useful for figuring out which characters are going to be among the best candidates for becoming Monks, or whose Bravery you may want to increase with an Orator.

FAITH: Organizes characters by Faith level. Useful for figuring out who's a good candidate for acting as a caster, or grouping together low-Faith characters whose Faith you want to reduce.

MAX HP: Organizes characters by their HP stat. Useful for figuring out who has the best equipment at the moment.

MAX MP: Organizes characters by their MP stat. Useful if you want to manage all of your spellcasting characters at once.

Chronicle

This little tab becomes more useful the farther in the game you are. It organizes information about the game's story, characters, and setting. The default tab lets you see immediately how many characters you've killed (permanently, as opposed to simply defeating), and how many casualties you have lost from your party. From there, you can select from a variety of sub-menus to explore information about your game in more detail. Your options are as follows.

EVENTS

This tab effectively summarizes the plot of the game thus far. Simply click on an entry and you can read a brief text summary of what happened in that given plot event. If there is a cutscene associated with that portion of the story, you can choose to view it again by pressing the \odot button. This lets you share all of the game's best cutscenes with a friend, or go back and enjoy the game's story over again at any time. Note that you can use this option to view some cutscenes that you may otherwise not see, so check it regularly.



This cutscene with Mustadio and Besrudio, "Seekers of the Stone", can only be viewed from the Events menu.

PERSONAE

This tab contains information about all of the many characters you've met or heard about in the course of playing *Final Fantasy Tactics* thus far. By reading these profiles you can learn things about characters that you may have otherwise never known, especially when it comes to incidental characters and villains who appear briefly in the story.

FEATS

The Feats tab keeps tracks of Errands you have sent characters off on. Information about Errands your party is currently attempting appears in the Present tab, and information about completed Errands appears in the Past tab. Just select an Errand's name to read about it in greater detail. For more information about Errands, consult the chapter about Errands that appears later in this guide.



Not necessary, but a fun way to recap the various sidestories the Errands tell.

ARTEFACTS

This tab lets you look at rare treasures you have acquired in the course of your game. This includes any Zodiac Stones in your possession, and the Scriptures of Germonique. In fact, you can read the Scriptures at any time by selecting them from this sub-menu. Also note that any special items your characters find while on an Errand appear here, and can also be examined by selecting them from the list.

Tutorial

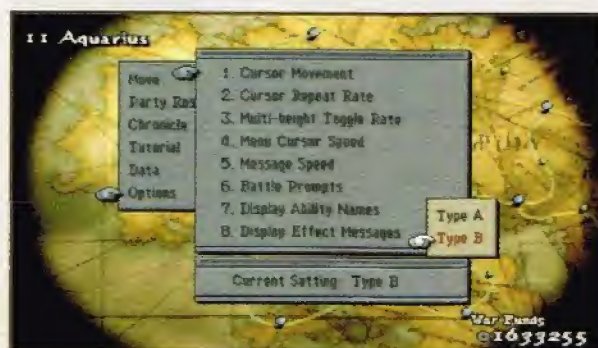
You can go to this tab at any time to get a refresher course on the game's basic mechanics, similar to the information offered in this guide. Information is offered on the topics of the Party Roster, Battle, Wireless Play, and then an assortment of Miscellany. If you can't remember how something works and don't have your copy of this guide at hand, go to this section and you can probably find an explanation that suits your needs.

Data

Simply the section of the Main Menu you go to in order to save your progress or load data from another save file. Note that it's important to keep multiple save files around as you play *Final Fantasy Tactics*, since there's always the chance you'll want to go back to an earlier point in the game and make different decisions. Save files take up very little room on the Memory Stick Duo, so you should be able to make as many as you like.

Options


This is the same selection of Options that you can access in the Combat Menu. Use this to customize things like the cursor behavior and text speed, until the controls in your *Final Fantasy Tactics* game suit your personal tastes.



You may want to change the cursor movement type first thing upon starting a new game.

TOWNS & CASTLES

When moving around on the world map, a location highlighted in green is an area where random battles can take place. A location highlighted in orange is an area where a story event or battle is about to take place. This section of the guide is about areas highlighted in blue: towns and castles you can visit in order to buy equipment, recruit new characters, or do a variety of other things. Random battles can't occur when passing over these areas, so they can be considered safe havens in a dangerous world.

When at a town or castle location, tap the  button to bring up the Town Menu. There are, at most, four different main options that can appear there, although in most locations you only see the first three listed here. What you can do at each of a town's locations is covered below.



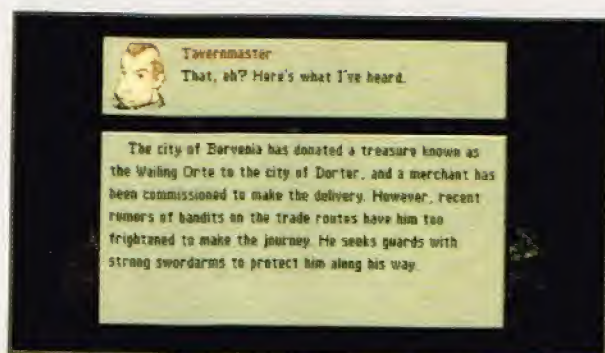
This is the town menu for Darier City. Note the Poacher's Den option, not available in most cities.

TAVERN

Once inside a Tavern, you can pick a variety of options from the brief menu that appears there. Generally, you go to the Tavern as part of advancing sidequests, to send characters on errands, or to participate in the wireless two-player modes of *Final Fantasy Tactics*.

RUMORS

Select the Rumors menu and any of the options that appear in order to learn what people in Ivalice think of the plot events happening in *Final Fantasy Tactics*. You can also learn important backstory and other details by carefully listening to Rumors. Sometimes, listening to a Rumor is required to progress or unlock a given Special Event. Rumors update as you progress the story, so you should check the Rumors tab at the tavern every so often to see if you have unlocked anything new.



This is one of the special rumors you have to listen to in order to recruit Balthier.

ERRANDS

An errand is essentially a way to use characters to gain JP and gil without actually using them in combat. You can also use them to gain more Artefacts. Sometimes your characters bring some sort of item back from the errand with them. These Artefacts can't be used or equipped, but it is fun to see how many you can collect.

Sending characters out on an errand is quite easy. Go to a given location's Tavern and bring up the list of available errands. Select the errand you'd like your characters to go on. Then, you'll be given a list of your generic characters (only generics can go on errands), and can select any three to go on the errand. Different errands determine success by the Bravery, Faith, or Job classes of those who were sent, so consult the errands guide in the back of this book for information about specific errands.

After selecting your characters, you are allowed to select how many days you want to give your characters to complete the errand, and you pay a modest fee. It's usually wisest to pick the highest number the game allows you. The characters you select for the errand become unavailable until the number of days you specified have passed. After the specified number of days pass, go back to the location your characters left on the errand from.

In the Tavern, there should be a new tab called Reports. Select it to hear your characters tell you about what happened on the errand. If things were successful, you get some gil and all the characters get JP, and if you got any Artefacts you get to see what they brought back for you.

There is no limit on the number of errands you can do, but you can't do any errand twice. You can pass time quickly by walking back and forth between safe town areas, then dash back to the right Tavern to see what they brought back.

MELEE

Select this option at the Tavern to initiate one of *Final Fantasy Tactics*' two two-player ad hoc wireless modes. In this mode, you can opt to have a friendly battle against another player, regardless of your respective levels or where you are in the game. Both players have everything to gain and nothing to lose by participating. To participate, both players must have their own PSP and copy of *Final Fantasy Tactics: The War of the Lions*.



This cutscene in Chapter 1 introduces the game's wireless options.

The only attribute of the characters involved that permanently changes as the result of a Melee is JP. Characters killed are restored at the end of the battle, as are items Stolen or Rent. In order to participate, each player has to pay a certain fee based roughly on the current experience levels of his or her party. One player chooses to Host the battle, while another must choose to Join. A brief pause follows as the two PSPs begin networking.

The Host gets to select what the rules of the battle should be. If you intend to play multiple battles with another player, then as a courtesy you should take turns Hosting. Alternatively, you can decide to let the player with the lower-level party Host. The options the Host must decide on are as follows:

MAP SELECTION: Decides whether the combat map will be selected manually by the Host, or selected at Random. It is usually more enjoyable to select the map manually, as this lets you avoid using maps with severe vertical expanses or Poisonous Fen that could penalize a lower-level player.

TIME LIMIT: Set the Time Limit for the battle to 5 minutes, 10 minutes, 15 minutes, or choose not to have a time limit. There are certain uses of Melee that work best with no time limit, but the option chosen should be whatever both players agree upon.

ACTION LIMIT: You can use this to set a cap on the total number of actions each player gets to take. You can set it to 20, 40, 60, or No Limit. Action Limits are better when both players are high-level and an all-out battle could drag out. If you want to help a friend gain JP, pick No Limit.

SPECIAL CONTROLS: Use this option to determine whether or not the special multiplayer-only control features will be used.

TRAP PLACEMENT: Determine whether to place Traps on the battlefield Randomly, Manually, or not at all. How to use Traps depends mostly on how you intend to use the battle. If you just want to get extra JP, turn traps off. If one of the two players is of a significantly lower level than the other, then use Random trap placement to make the battle fairer. If both players are of roughly equal levels, Manual trap placement helps make the battle more competitive. Ultimately, both players should simply agree on whatever seems to be the most fun.

NUMBER OF TRAPS: Set the total number of traps each player can place. You can set the number to 2, 5, or 10. How many traps to allow in a battle is purely a matter of personal preference.

ARITHMETICKS: This setting is used to determine whether or not each player will be allowed to deploy Arithmeticians or characters with Arithmeticks as a Secondary skill. Generally, it is best to turn this option Off in battles where a much stronger player is battling a weaker one. If both players have Arithmeticians in their party, it can be fun to turn this option On and watch the carnage.



RESTORE DEFAULT SETTINGS: Lets you quickly restore all of the Melee gameplay settings to Default, if you so desire.

Press Start when finished configuring the desired gameplay options. Then the Joining opponent gets to review the rules selected before agreeing to proceed with the match, or refusing it. If Map Selection was set to Manual, then the Host proceeds to choose a Map, and the Joining player gets to review it.

Next comes the deployment phase for each player. For this battle, Player 1 is mostly interested in acquiring JP for weaker characters, low-level characters like Subject A and Cloud are going out to fight. Player 2 is graciously playing along, and is only going to field his level 44 Ramza. He could choose to field up to 5 characters, just as Player 1 is. Each player views their characters as Blue, and the opposing team's characters as Red.



Melee mode continues the ongoing video game battle between Red and Blue.

Trap placement is turned on in this battle, but just for the sake of example. Each player can choose traps from a set of six: Death Traps, Hypnogas, Sten Needle, Mines, Mossfungus, or Cursed Stone. Use the directional pad to select which tiles are going to be Trapped, and the  and  buttons to select which kind of traps to set. Use Remove to delete a Trap already placed. Battle proceeds after both players have made and confirmed their selections.

The Act limit in this battle is set to 40, largely for the sake of example. Note that simply moving characters does not count as an Action. Since Player 2 has agreed to help Subject A's party get some JP, he's going to be gracious and have his Ramza act as a passive punching bag. Subject A and Cloud are going to get most of the hits in, earning about 10 JP per strike. In a session with no time limit and no action limit, that offers the possibility of JP gain only limited by the patience of the two players involved.



Melee offers a chance to accrue JP in a zero-threat environment, perfect for newly created characters.

Player 1's team took more actions than Player 2, since Player 2 agreed to be passive. When the 40 actions are up, even though Subject A and his team did barely any damage to Ramza, they get declared the winners. As the winning team, they pick three treasures, while even the loser gets to pick one. Rules for determining what quality of treasure you get to pick are contained in the more detailed section about Melee battles, contained later in the book.

Fighting Melee battles with a friend is essentially a way to earn bonus JP and bonus treasures you can bring back into the single-player game with you. It can also be a fun way to determine who gets to have bragging rights when it comes to building up a powerful team of players. Fight Melee battles with friends whenever you can, and see how much bonus loot and JP you can earn.

RENDEZVOUS

If Melee battles are a chance to compete, then Rendezvous are a chance for friends to work cooperatively in a two-player wireless battle against a group of computer-controlled enemies. Players can participate in any battle either player has unlocked in the course of progressing through the game, but note that enemies are going to be scaled such that their level corresponds to the most powerful character available between the two parties. This means that players shouldn't attempt Rendezvous if there's a significant disparity between their party levels. The enemies will inevitably overwhelm the weaker player.

BASICS

MELEE

MELEE

MELEE

MELEE

MELEE

MELEE

MELEE

MELEE

MELEE

MELEE

Unlike Melee battles, players can acquire items during Rendezvous and take them back into their single-player game. On top of this, both players get rewarded with one to five items upon completing a Rendezvous, based on the Rank the computer awards them for the battle. Typically, winning in a shorter amount of time and defeating enemies quickly earns a higher rank than battles that drag out or are narrowly won.

Rendezvous battles have a few default restrictions that cannot be lifted. Arithmeticks can't be used in Rendezvous battles at all, nor can the Poach ability. If you Entice an enemy to join your party, he or she will fight for you, but doesn't join either player's party permanently. While a character whose KO countdown expires disappears from the battle, this character doesn't die. They simply can't be resurrected and can't participate any further in the battle. Any equipment stolen or rent during the course of a battle is restored at the end, just as in Melee battles.

In addition to being scaled encounters, Rendezvous battles are usually challenging battles built around a particular trick or using a particular ability. Both players should know which mission they're likely to attempt ahead of time, and have characters on hand who are optimized for that particular challenge. While both players get full rewards for winning, a losing attempt doesn't gain either player anything.

There are two places in this guide where battle data for Rendezvous fights are covered in more depth. The initial nine battles are covered in the walkthrough, because these battles, generally, should be attempted while a player is working toward beating the main game. Rendezvous are good for learning about certain battle techniques that come in handy while confronting the main story's major challenges, and even completing them at low levels yields useful rewards.

The final six battles are covered in a special chapter devoted to these difficult post-game Rendezvous, along with general details about the rules for figuring out what types of reward you can expect to get for beating a particular battle. Note that the last six battles (Knights Templar, All-Star Melee, The Guarded Temple, Nightmares, Brave Story, and An Ill Wind) are tremendously difficult and should be among the last things you attempt in the game. Ideally you want to try them after completing all of the other Special Events and Midlight's Deep, with optimal equipment and characters who know lots of the game's most potent abilities.

As a final note about Melee and Rendezvous battles, completing these battles are the only ways to earn the Fell Swords and Onion Knight equipment; required to make full use of the Onion Knight and Dark Knight Job classes. If you desperately wish to use Onion Knights or Dark Knights in your game, then succeeding at the game's two-player modes should become one of your utmost priorities.

OUTFITTER

The Outfitter is where you go to buy and sell various types of equipment. What the Outfitter offers varies according to location, and note that what is available also updates periodically as you progress in the main game. There are certain Items that can't be bought at the Outfitter, and many of these items are worth very little gil if you attempt to sell them.



Despite being such a potent weapon, the Glacial Gun is worth hardly any gil.

The process of buying and selling is relatively simple. If you wish to buy, select this option from the main Outfitter's menu. You'll go to the Outfitters' Inventory menu, which separates the Outfitter's wares into the four basic types of equipment for the five basic equipment slots: Hands, Head, Body, and Accessory. A fifth tab lets you purchase Items for use by a Chemist or someone with the right Items abilities. When you find an item you want to buy, highlight it and then select what quantity of that item you want. Provided you have the gil to purchase it, your transaction is going to be successful.

If you wish to Sell items, the interface is much the same, only the inventory you sort through is an inventory of all the items you happen to own at the time. This inventory is separated into the same tabs the Outfitter's inventory uses. Note that you can't sell items that are currently equipped to characters. Most items can be sold for half of their purchase price.

An interesting feature of the Outfitter's that you don't want to overlook is the Fitting Room. Once you choose this option from the menu, you go into a screen much like the Party Roster screen you use to manage your army. Highlight and select a character to bring up the Fitting Room Menu. Once in the Fitting Room menu you can opt to "Try On" anything in the Outfitter's current inventory, and see what effect the item is going to have on your stats. If you don't like it, use the "Put Back" option to remove it from your character.




The Fitting Room is most useful for outfitting a character you are just getting ready to level up.

You can also use an Optimize command to immediately outfit your character with all of the "best" items from the Outfitter's inventory, but this has all of the same problems inherent in the Optimize command you can use in your own Equipment Menu. It is generally best to ignore the Optimize command and instead select your own equipment.

When you are finished in the Fitting Room, hit "Done". This lets you automatically purchase any items you have Tried On without Putting Back. Using the Fitting Room is an effective way to speed up the process of buying equipment, and to make sure that a character has all of the best equipment that can be bought at a given point in time.

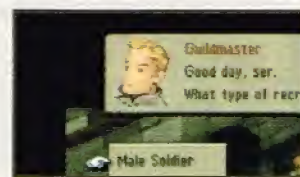
WARRIORS' GUILD

When you want to recruit a new character like Subject A into your party, go to the Warriors' Guild. There you can opt to recruit a randomly generated level 1 character. Select "Male Soldier" to generate a male character, and "Female Soldier" to generate a female.

Press the  button after generating a character, and you'll have the option to Hire, Don't Hire, or View Info about the character. Hire lets you keep the character, Don't Hire rejects them, and View Info lets you examine their Status screen. If you choose to Hire a character, the Guild charges a modest finder's fee, usually in the neighborhood of 1500 gil. You can also go to the Warrior's Guild to change any monster's name. Note that you can't change a human character's name at any time.

POACHERS' DEN

You can find a Poacher's Den at the Trade City of Sal Ghidos, the Merchant City of Dorter, and the Port City of Warjilis. This is where Items you've gained by poaching monsters appear. If you want more detail about the process of poaching monsters and the reward you get for doing so, consult the Poaching Guide that appears later in the book. Note that when you Poach a monster, the body immediately disappears and you hear musical fanfare to indicate your success.



You won't visit the Warriors' Guild frequently, but the trips you do make there are important.

GLOSSARY OF TERMS

One of the most interesting new features of *Final Fantasy Tactics: The War of the Lions* is the new translation. Playing off the fact that *Final Fantasy Tactics* is a tale of Ivalice's Middle Age, the new translation peppers the game's dialogue and terminology with authentic terms used in the real world's Middle Ages.

You may not know offhand what some of these words mean, and sometimes figuring them out from context is difficult. To help appreciate the new translation, this glossary of terms covers some of the more unusual words that appear as part of the new game text. Consult it if you run across something in the game's text that you simply don't understand.

ANON: A term from Middle English that means "immediately".

APOTHECARY: The medieval equivalent of a pharmacist. Since doctors were scarce in medieval societies, people frequently turned directly to an apothecary to find remedies for sicknesses or the treatment of injuries.

CACHE: This term refers to a hiding place where treasures, particularly jewels, are kept.

CHATTEL: An antiquated term for personal property, usually under a common law system. In a medieval system of government, a noble could technically refer to his non-noble dependants as chattel.

CHILLAD: A period of one thousand years.

CHURL: A medieval term used to denote a peasant who has disrespectful of the higher social classes. It became a general term of insult.

CULL: A term for something that is selected from a group.

DOVECOTE: A building that housed pigeons, who were used as a food source in medieval Europe. Only nobles were allowed to maintain dovecotes, so they became associated with wealth.

FAIN: Used as an adverb or adjective, it indicates an action done willingly or a person who is willing to undertake a particular action.

FELL: As an adjective, used to describe something that is destructive or deadly.

FENLAND: A certain type of wetland. Unlike bogs and marshes, which are fed primarily by rain and river water, a fen is created by groundwater that's unusually near the ground's surface.

FETE: A French term for a festival or holiday; in English it often refers to particularly lavish and exclusive parties.

FOOTPAD: An antiquated term for a sneaky thief, roughly equivalent to a pick-pocket or purse snatcher.

GARRET: An attic-like room, just beneath the roof of a house.

INEXPLABLE: A term used to describe an action that's absolutely unforgivable.

JAPE: A joke, or the act of making a joke.

KNAVE: An untrustworthy person.

MILKSOP: A term used to describe a very weak person.

RUM-DUCHESS: An antiquated term for a cheerful, physically attractive woman.

SER: An alternate spelling of "sir"

SWALE: An area much like a shallow valley, usually found between two hills or sloping areas.

TOR: A rocky, weathered area found near the crest of a large hill.

TRUEBORN: A person of genuine birth. In *Final Fantasy Tactics*, this term is used to distinguish the sons of a legitimately married couple, like Dycedarg and Zabaag, from someone like Ramza, who is the product of an affair between his noble father and a woman other than his legal wife.

UNDERCROFT: An underground room comparable to a cellar or basement, built beneath castles and used for storage.

WAIN: A medieval cart, usually of simple construction and used for transporting trade goods or farm produce.

WEALD: An antiquated term used to refer very large, very old forests.

BASICS

CHARACTER
CLASS

ITEMS & EQUIPMENT

CHARACTER
STATUS

CHARACTER
STATUS

CHARACTER
STATUS

CHARACTER
STATUS

CHARACTER
STATUS

CHARACTER
STATUS

CHARACTER
STATUS

CHARACTER
STATUS

Job Guide

The Final Fantasy Tactics Job System is an intricate weave of combat classes and special abilities, brought together with numeric calculations. Whenever one of your units initiates an action, Job Points (JP) are obtained, which can be used to gain new abilities within that character's current job. Once the unit in question gains a specific amount of JP, their job level increases and unlocks new jobs for further enhancement. Each job offers various abilities in the areas of combat and support. Your goal as a player is to use these capabilities as effectively as possible. The goal of this section is to help you learn more about the Final Fantasy Tactics Job System in an effort to create the best units possible.



JOB CHANGE FLOWCHART

The large table on the right shows the level that certain jobs need to be in order to open a new job. Connected lines between jobs represent the combination of jobs needed to unlock another. Any Job level labeled as "Master" means that the character has learned every skill the specific job has to offer.

Job Level Chart

Raising a unit's Job Level is required to obtain new jobs. A unit's Job Level is dependent only on the *total* JP the unit has gained for that job. In this respect, Job Level is separate from the 'Mastered' designation, which appears when a unit has learned all available abilities within a job.

❖ The Onion Knight is quickly made available by raising both a level 6 Squire and a level 6 Chemist, but obtaining a "True" Onion Knight requires you to master any 14 jobs. Mastering the Squire, Chemist, Dark Knight, or the Onion Knight does not count towards this requirement.

Job Level 1	0 total JP
Job Level 2	200 total JP
Job Level 3	400 total JP
Job Level 4	700 total JP
Job Level 5	1100 total JP
Job Level 6	1600 total JP
Job Level 7	2200 total JP
Job Level 8	3000 or more total JP

JOB POINT ACQUISITION DATA

JP is obtained whenever one of your characters attacks, casts a spell, or uses an ability of any sort. The amount of JP given is calculated with this equation:

$$8 + ((\text{Current Job Level} \times 2) + [\text{Character's Current Level} \div 4]) = \text{Job Points obtained.}$$

This number can be increased by equipping the Squire's JP Boost ability, which raises the amount of JP gained by 1.5 (50%). This ability is earned through the Squire Job, which is one of the two starting classes that are initially available. It is highly recommended that you obtain JP Boost as early as possible to help improve the speed at which JP is acquired.

JP DISTRIBUTION SYSTEM

The Job Point system has a very special characteristic that causes 25% of the JP earned by a specific job in battle to be distributed to the other allied units on the field. For example, if a Knight in your group earns 40 JP, 10 JP will be distributed to the Knight Job of every other character participating in the battle. This JP is given to every character, regardless of whether or not they can use the job yet (meaning JP is never wasted). In this way, you can use units with a particular job (Knight for example) to influence other units that may be better suited for the Knight's career path. In essence, units can gain JP for a class just by being around units that are already performing the duties of that job.

The same idea can be applied to raise one job's JP rapidly. If you enter battle with a party that consists entirely of one job, the JP earned by every unit will be distributed amongst everyone else, earning a lot of JP for a single job. Essentially, this means that every unit on the field gains JP when anyone within your group initiates an action. Conversely, you should battle with a larger variety of jobs if you are looking to earn JP for multiple jobs at a time. Keep this in mind whenever you enter a battle for the sake of JP accumulation.

JP-Distribution Notes

1. All members of the attack team earn 25% of the JP earned by the job used by other units (except for unconscious units).
2. The distributed JP is not increased by the "JP Boost" ability.
3. You can earn JP for jobs that you are still not able to change into.



JOB CHANGE FLOWCHART



CHARACTERS & JOBS

CHARACTERS & JOBS

CHARACTERS & JOBS

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CHARACTERS & JOBS

CHARACTERS & JOBS

CHARACTERS & JOBS

JOB AFFINITY & ABILITY GUIDE

Once a new job has been obtained, not only can you use the job itself, but you can also assign the main ability set as a secondary stash of skills to other jobs. This enables you to use two sets of abilities from two different jobs. With the capacity to select various sets of skills from numerous different jobs, there is a whole world of ability combinations that can be equipped to bring out beneficial effects. The next section illustrates several examples of how to best use the job system's capability to combine skills.

Match Abilities That Complement Your Method of Fighting

There are two basic types of units in the game. There are attackers that can use their abilities to assault enemies with physical attacks or magick, and there are support units that can be used to help other units and impede your foe's advance. Both unit types require a specific set of attributes, classified as either an attacker or supporter. These attributes are listed in the following table; matching jobs and abilities to these conditions is a fine place to start your ability matchmaking.

ATTACKER REQUIREMENTS

1. Have high Physical ATK or Magick ATK.
2. Able to equip Knight Swords, Fell Swords, Spears, the "Brawler" ability, and other highly-damaging weapons and abilities.
3. Have learned attack Action Abilities that can deal damage directly to enemies.

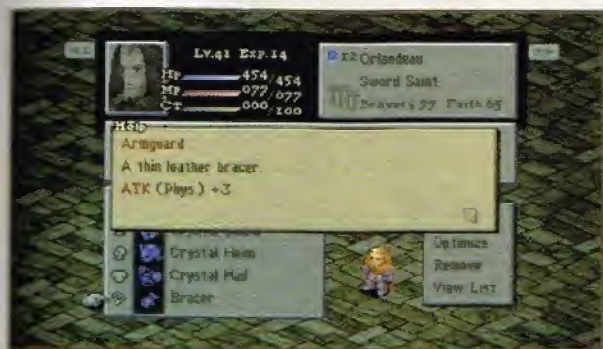
SUPPORTER REQUIREMENTS

1. Able to break or steal enemies' equipment.
2. Able to equip a long-range weapon, and be able to back up attackers if necessary.
3. Have learned Action Abilities that can raise and lower stats.
4. Have learned Action Abilities that can afflict allies and enemies with various statuses.



ATTACKER UNIT ADVICE

The first priority, when creating an attack unit, is to give them a job that has high statistic adjustments to Physical Attack or Magick Attack. The second thing to handle is equipment. Physical Attackers should be equipped with high damage weapons, while Magick Attackers should choose weapons that boost Magick Attack. When selecting armor, don't worry about HP boosts. Focus on the other stats that are affected; anything that raises Physical or Magick Attack is guaranteed to work well.



Jobs Well Suited to Attack

Physical: Knight, Monk, Dragoon, Ninja, Dark Knight, Holy Knight, Sword Saint, Divine Knight, Sky Pirate

Magickal: Black Mage, Time Mage, Summoner, Skyseer, Netherseer, Dragonkin

Example Ability Sets For Physical Attackers

Dual Wield + Teleport

The disadvantage of Dual Wield's two consecutive hits is that they are easily avoided with a shield. To remove this factor from the equation, the melee unit using Dual Wield must attack their enemy's back. Try equipping the Teleport ability to your attacker, which makes it easier to move behind an enemy unit. Also, equip accessories that improve Move to increase the odds of a Teleport success.

Mana Shield + Manafont

Because most physical attack units rely almost entirely on normal attacks, they rarely have much need for MP. Mana Shield takes advantage of unused MP and utilizes it as an effective means of protection. With Manafont set to rejuvenate MP while moving, this ability combination can keep your safe from harm.

Holy Sword, Unyielding Blade, or Darkness + Attack Boost or Vehemence

The special abilities used by Agrias, Meliadoul, and Dark Knights do not inflict damage in the same way that a spell does. They are essentially physical attacks that strike from a distance, so abilities like Attack Boost and Vehemence work to increase their strength. Keep in mind that Vehemence increases both the damage you give and receive by 1.5, so watch your HP reserves closely.

Example Ability Sets For Magickal Attackers

Iaido + Arcane Strength

Not only does the Iaido skill set discriminate between allies and enemies, the damage it inflicts is calculated with Magick Attack. It even happens instantly and without casting time. This makes it an excellent fit for spell casters. Adding Arcane Strength to the equation increases Iaido's damage by 1.3 (30%).

Arithmeticks + Arcane Strength

This incredible combination is considered by many to be the strongest for spell users. Arithmeticks enables the caster to hit multiple enemies on the field with a spell for zero MP and zero charge time. When combined with Arcane Strength, it's often possible to eliminate an entire enemy force in a single turn. Make sure to learn all of Arithmetick's calculations to make the most of this useful skill set.

Summon + Shirahadori + Swiftess

Summon Magick contains a wide array of powerful abilities that intelligently attack only enemies, but the time it takes to charge them hinders their effectiveness dramatically. The solution to this problem is to equip the Time Mage's Swiftess skill, which shortens charge time. Even if you are attacked while charging, the Shirahadori abilities can nullify most of the attacks your enemy can throw at you.

Sky Mantra or Nether Mantra + Swiftess

This combination, which is specific to the Skyseer and Netherseer, speeds up the casting time of their unique spell sets. Because of the erratic nature of these spells, they often miss targets altogether. Improving their charge time allows you to use them more frequently, making the use of these spells a gamble that is worth taking.

SUPPORT UNIT ADVICE

The supporter's role is comprised of healing allies and increasing battle advantages with status effect spells. Since more turns equals more chances to support their allies, it is recommended that you equip your support units with items that raise their speed. Additionally, the success rates for abilities are determined by specific stats, so it is important to raise the ones that affect the abilities that the unit will be using. Magick Attack, in particular, is very important for enhancing the effectiveness of most spells.



Jobs Well Suited to Support

Chemist, White Mage, Time Mage, Thief, Orator, Mystic, Bard, Dancer, Machinist, Templar, Soldier, Sky Pirate

Example Ability Sets For Supporters

White Magicks + Swiftess + Manafont

This is the basic foundation for early support mages. Swiftess enables units to use healing magick more often, thereby helping nearby allies more easily.

Items + Throw Items

Items, which are usable at the very beginning of the game, have no activation time, do not use MP, and never miss their target. Once you've extended your throwing range with Throw Item, fill your inventory with a steady supply of X-Potions to make any unit capable of support.

Arts of War + Concentration

Similar to Steal, Arts of War skills are affected by the enemy's evade rate. Equipping Concentration to your support unit effectively negates evade entirely, increasing the accuracy of these abilities. When attacking enemies with this combo, be sure to use Rend Weapon first to take away the enemy's offensive capabilities.

Arts of War + Dual Wield

The Arts of War receive the same exact benefits that normal attacks receive from Dual Wield. Because the effects of these skills are activated twice, status inflicting strikes are much more effective. For example, using Rend Speed with Dual Wield equipped, assuming both hits connect, can lower a target's speed by up to 4 points.

Steal + Concentration

Not only does Steal have a naturally low success rate, but it is also affected by an enemy unit's evade rating. In order to improve your stealing chances as much as possible, equip Concentration to the user to eliminate the enemies evade statistic from the equation. This enables you to Steal without the worry of which direction they are facing (which affects their evade rate).

Bardsong or Dance + Vanish

This combination works by taking an enemy hit after starting a song or dance. Doing so causes Vanish to cast Invisible on the wearer. When this happens, enemies will start to ignore the Invisible unit, enabling them to sing or dance until the end of battle. Remember that performing a new action while Invisible cancels the effect, so make sure to only move (or wait) to ensure that the property stays active.



HOW TO USE THE INDIVIDUAL JOB PAGES

This section contains a detailed description of each of the jobs available in Final Fantasy Tactics. The data included can be a little overwhelming at first glance. Read over this section to gain insight on the data provided.

1 Job Info

Job requirements and the type of equipment the job can carry are shown here. This area also covers the other classes that need the job to open up the class.

2 Mobility Stats

Move: The job's base movement stat. Indicates how many panels the units can travel per turn.

Jump: The job's base jumping stat. Indicates how high a unit can leap.

C-EV: The job's evasion rating. Dictates how often the unit dodges physical strikes.

JP Master: Shows the amount of JP needed to obtain every skill for a job.

3 Character Statistics

This section shows the growth strength for the job's major statistic types: Hit Points (HP), Magick Points (MP), Speed (SP), Physical Attack, and Magick Attack. Each parameter is measured with a letter rating system, S+ being the highest, and D- being the lowest. The higher the letter, the more that stat increases per level.

4 Job Overview

This area will cover the job's major assets and objectives.

5 Tips

General tidbits that cover tactics and notes for the various abilities the job has to offer.

Job List

SQUIRE

JOB REQUIREMENTS

None

JOB THAT REQUIRE SQUIRE

Knight, Archer, Onion Knight, Mime

WEAPON

None

ARMOR TYPES

None

JOB MASTER

1670 JP (Note: Some major characters have additional moves that will require more.)

Move	Jump	C-EV	JP Master	HP	MP	SP	Phys ATK	Magick ATK
4	3	5	1670	B	C	3	B-	C

Job Overview

Squire is the basic starting class for any unit geared towards close-quarters combat. This job is not meant to act as an elite fighting unit, but as a bridge to other jobs. Leveling a Squire is required to access the Archer and Knight jobs, which branch off and lead to other jobs. With that said, the Squire's abilities and statistics are weak. Your focus should be on obtaining a few of the Squire's worthwhile abilities before moving on to a different class.

STONE

The Stone ability often blocks an enemy's backswing. Initially, it only serves as a means of mulling dangerous enemies away from you. The knock back can result in a change to an enemy if it pushes them off of a high cliff. The damage dealt is massive, often defeating enemies in a single strike. Keep in mind that damage is only inflicted if the distance they fall is greater than their jump range.

FOCUS ACCUMULATION

Focus raises your Squire's AT 1 point. There is no limit to the amount of times this ability can be used, since each additional AT boost on top of the last. Being that the use of the ability is always suboptimal, experience and job points are enhanced every time it is used. With that said, Focus can be used proactively to reasonably gain EXP and AP. To put this tactic into practice, take control of the final enemy on a battlefield with the Stone ability to gain the Chain effect. While the enemy is chained, repeatedly use the Focus ability to gain JP and EXP.

RUSH NOTES

Despite its poor damage output, the Rush attack has a 100% hit rate and does not trigger the Counter ability. This makes it useful for safely moving Confusion or Charm from friendly units and your Chained ally with Rush. The attack power for Rush also increases to 1.5x normal amount when used with a Monk. Like Stone, Rush also occasionally knocks your enemy 1 panel away from you.

Recommended Skill Set

Items: Counter, Tackle, JP Boost, Move +1

The focus of this job setup is designed to give a Squire some valuable combat skills while you are building job points. The first job ability is obtained from the Chain job. It can be chosen from the master because it can be selected and learned from the other starting class. Use the little JP you have available to learn Focus and Tackle. These items can be used to give effects in battle to support weakened allies.

6 Ability Data

This is a list of obtainable abilities for the job, including Action, Reaction, Support, and Move abilities. The following table is an example of what you'll find in each Job's ability section.

Black Mage	JP	MP	SP	Range	Effect
Thunder	50	6	25	4	Lightning elemental magick attack.

JP: The amount of Job Points needed to acquire the skill. That specific amount of JP is lost when the skill in question is obtained.

MP: The amount of Magick Points needed to cast the spell.

SP: The speed rating for the ability. The larger the number, the faster the ability occurs.

Range: Shows the targeting range for the ability in question, note that this is not the hit radius. If the number is 3 for instance, the attack's targeting field extends in a diamond-shaped formation from the character by 3 panels. A number followed by the word "lines" indicates that the technique's targeting range is in the form of 4 lines of panels that extend out from the character from every side. The number surrounded by parenthesis shows the maximum height that the first number will target. Anything labeled as "Self" targets only the caster.

Effect: A brief description of what the ability does. This covers status effects and other notes.

Job List

SQUIRE



JOB STATISTICS

Move	Jump	C-EV	JP Master
4	3	5	1670

JOB REQUIREMENTS:
None

JOBs THAT REQUIRE SQUIRE:
Knight, Archer, Onion Knight, Mime

WEAPON TYPES:
Knives, Swords, Axes, Flails

ARMOR TYPES:
Hats, Clothes

JOB MASTERY:
1670 JP (Note: Some major characters have additional moves that will require more JP)

HP	MP	SP	Phys ATK	Magick ATK
B	C	B	B-	C

Job Overview

Squire is the basic starting class for any unit geared towards close-quarters combat. This job is not meant to act as an elite fighting unit, but as a bridge to other jobs. Leveling a Squire is required to gain access to Archers and Knights, which branch off and lead to other jobs. With that said, the Squire's abilities and statistic growth are weak. Your focus should not be on the class itself, but on obtaining a few of the Squire's worthwhile abilities before moving on to a different class. Counter Tackle, for instance, is the weakest form of Reaction Ability, but its cheap JP price makes it worth using until a new ability becomes available. JP Boost is one of the most useful abilities in the game for amassing Job Points quickly. Focus is used in combination with JP Boost to help gain ATK, EXP, and JP when there is a break in combat (refer to Tip #2 in this section). Also, you may want to learn Move +1 to add a mobility boost until better movement become available.

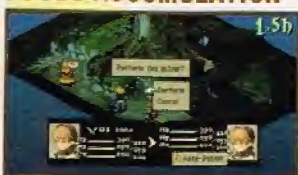
STONE



The Stone ability often knocks an enemy backwards one panel. Initially this only serves as a means of pushing dangerous enemies away from you. The knock back can inflict extra damage to an enemy if it pushes them off of a high cliff. The damage

dealt is massive, often defeating enemies in a single shot. Keep in mind that damage is only inflicted if the distance they fall is greater than their jump range.

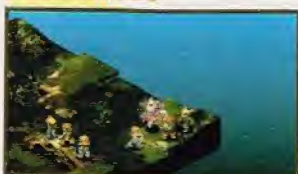
FOCUS ACCUMULATION



Focus raises your Squire's ATK 1 point. There is no limit to the amount of times this ability can be used, since each additional AT stacks on top of the last. Being that the use of the ability is always successful, experience and Job Points are

obtained every time it is used. With that said, Focus can be used indefinitely to repeatedly gain EXP and JP. To put this tactic into practice, take control of the final enemy on a battlefield with the Steal Heart ability to Charm them. While the enemy is Charmed, repeatedly use the Focus ability to gain JP and EXP.

RUSH NOTES



Despite its poor damage output, the Rush attack has a 100% hit rate and does not trigger the Counter ability. This makes it useful for safely removing Confusion or Charm from a friendly unit (hit your Charmed ally with Rush). The attack power

for Rush also increases to 1.5 its normal amount when used with a Monk. Like Stone, Rush also occasionally knocks your enemy 1 panel away from you. Outside of knocking enemies off cliffs, the knock back effect even cancels spell charging periods.

Fundamentals	JP	MP	SP	Range	Effect
Focus	300	0	0	Self	Raises unit's ATK by 1
Rush	80	0	0	1(1)	Weak tackle attack, causes knock back.
Stone	90	0	0	4	Weak projectile attack, causes knock back.
Salve	150	0	0	1(2)	Purges Darkness, Silence and Poison.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

*Works only with monster directly next to unit, and with an elevation difference of 3h or less.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Move	JP	Effect
Move +1	200	Move Up +1

Recommended Skill Set

Items, Counter Tackle, JP Boost, Move +1

The focus of this job setup is designed to give a Squire some valuable combat skills while you are building Job Points. The Items sub ability is obtained from the Chemist job. It can be chosen from the outset because it can be selected and learned from the other starting class. Use the little JP you have available to learn Potion and Phoenix Down. These items can be used to great effect in early battles to support weakened allies.

CHEMIST



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	5140

Job Overview

Think of the Chemist as a military field physician. They support allies by carrying an assortment of healing items onto the battle field. With the right abilities learned, they can cure any friendly unit's status ailment or injury by tossing items from afar.

Despite being the bridge class for other support jobs, the Chemist job has plenty of bonuses that set it apart from later professions. The Throw Item ability is instant, it doesn't fall victim to casting time or MP usage. Additionally, Chemists can equip Guns, which gives them a stronger combat presence over that of a White Mage or Time Mage. The only downside to the Chemist profession is the amount of Gil used to keep a full stock of items, and their inability to support multiple allies at a time. These factors, in combination with their weak attack power, cause the Chemist profession to fall behind other jobs in the later chapters of the game.

Even still, the Chemist is a necessary job to fill. Aside from its statistic growth that naturally makes it the perfect starting point for a future spell caster, several abilities are worth learning for later use. The Treasure Hunter ability is necessary for obtaining rare items hidden on specific panels on the battlefield. Safeguard is the only guaranteed way to protect against stealing (Thief) or Rend abilities (Knight). Last but not least, the Auto Potion reaction ability is one of the most powerful defensive options available to a supporting class. It is important to take the time and learn the necessary abilities of the Chemist profession before moving on to another job.

AUTO-POTION NATURAL SELECTION



Auto-Potion is one of the more reliable reaction abilities for support classes. The unit equipped with it immediately uses the weakest HP restoring potion in your inventory whenever they are hit. If you sell off all of your weaker potions, keeping only the stronger ones in your inventory (like X-Potions), Auto-Potion can make most units virtually invincible.

JOB REQUIREMENTS

None

JOBS THAT REQUIRE CHEMIST

White Mage, Black Mage, Onion Knight, Mime

WEAPON TYPES

Knives, Guns

ARMOR TYPES

Hats, Clothes

JOB MASTERY:

5140 JP

HP	MP	SP	Phys ATK	Magick ATK
C+	C	B	C	C

Items	JP	MP	SP	Range	Effect
Potion	30	0	0	1	Use Potion. Cures 30 HP
Hi-Potion	200	0	0	1	Use Hi-Potion. Cures 70 HP
X-Potion	300	0	0	1	Use X-Potion. Cures 150 HP
Ether	300	0	0	1	Use Ether. Refills 20 MP
Hi-Ether	400	0	0	1	Use Hi-Ether. Refills 50 MP
Elixir	900	0	0	1	Use Elixir. Both HP and MP fully restored.
Antidote	70	0	0	1	Use Antidote. Cures Poison.
Eye Drops	80	0	0	1	Use Eye Drop. Cures Darkness.
Echo Herbs	120	0	0	1	Use Echo Grass. Cures Silence.
Maiden's Kiss	200	0	0	1	Use Maiden's Kiss. Cures Toad status.
Gold Needle	250	0	0	1	Use Soft. Cures Petrify.
Holy Water	400	0	0	1	Use Holy Water. Cures Undead and Vampire status.
Remedy	700	0	0	1	Use Remedy. Cures all status ailments.
Phoenix Down	90	0	0	1	Use Phoenix Down. Revives dead units.

Reaction	JP	Trigger	Range	Effect
Auto-Potion	400	HP Dmg.	1	Use weakest available Potion when hit.

Support	JP	Effect
Throw Items	350	Throw Items at a range of 4, regardless of Job.
Safeguard	250	Equipped Items cannot be Broken or Stolen.
Reequip	0	Action Command used to change Equipment in Battle.

Move	JP	Effect
Treasure Hunter	100	Find hidden Items after moving.

Recommended Skill Set

Arts of War, Auto-Potion, Concentration, Ignore Elevation

Since the Chemist job already boasts strong support capabilities, this skill set focuses on improving a Chemist's battle ability during the early stages of the game. Assuming a Gun is equipped, Concentration improves the accuracy of the Arts of War abilities, as well as normal Gun shots. With both equipped, a Chemist can disarm or weaken an enemy unit before they move into attack range. Ignore Elevation enables a Chemist to move around to a desired firing position without worry. With Auto-Potion, the majority of the damage dealt can be shrugged off with restorative potions.

KNIGHT



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	10	3750

JOB REQUIREMENTS

Squire Lvl 2

JOBs THAT REQUIRE KNIGHT:

Monk, Samurai, Dark Knight

WEAPON TYPES

Sword, Knight's Swords

ARMOR TYPES

Shields, Helms, Armors, Robes

JOB MASTERY:

3750 JP

HP	MP	SP	Phys ATK	Magick ATK
A	C	B	A	C

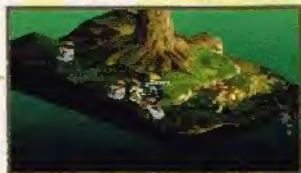
Job Overview

The Knight Job carries all of the physical attributes needed to dish out big damage with sword strikes and is an excellent choice for close-quarters combat. Knights have ultra-high HP and Attack ratings, and have the ability to equip some of the strongest armor and weapon types available.

Knights have the unique ability to target an enemy's strengths and weaken them through calculated attacks. This skill set is referred to as the Arts of War and they include all of the "Rend" abilities. The Rend Speed, Power, Magick, and MP abilities permanently lower your foe's statistics. Rend Power and Rend Speed are particularly useful because of the importance of these statistics for most units. For example, using Rend Speed against a dangerous enemy increases the time it takes for them to take their turn.

The Rend Weapon, Shield, Armor, and Helm abilities completely destroy the item that your enemy is wearing. Though most of these options aren't a huge asset to your ranks, the Rend Weapon skill can completely crush a melee unit's ability to attack you effectively. Specifically, destroying a Holy Knight's weapon eliminates their ability to use their Holy Sword skill set, which consists of some of the most feared attacks available for a melee unit.

REND SPEED FOR GREAT GAIN AND PROFIT



Rend Speed is useful for increasing the accuracy of the Thief job steal abilities. The percentage of whether or not an item is stolen is based directly on your victim's speed rating. The lower your foe's speed rating is, the higher the chance of a successful

steal. Repeatedly use a Knight's Rend Speed skill to significantly lower your victim's speed rating. When ready, move in with a Thief to go for the big heist.

EQUIPPING SWORDS



As one might expect, the Knight's Equip Swords ability allows any class to equip a sword. Since the Dark Knight's Fell Sword ability set requires a sword to use it, the Equip Sword ability enables any class to take advantage of one of the most powerful ability sets in the game.

DUAL WIELDING THE ARTS OF WAR



The Ninja's Dual Wield ability compliments the Knight's Arts of War abilities perfectly. With it equipped, Rend skills are performed twice, increasing the possibility of successfully hitting with the attack. This also doubles the stats lost from

the Rend Speed, Rend Power, or Rend Magick abilities. Rend MP, for instance, can drain almost all of a caster's MP pool in two strikes!

Arts of War	JP	MP	Sp	Range	Effect
Rend Helm	300	0	0	1	Destroys Helmet.
Rend Armor	400	0	0	1	Destroys Armor.
Rend Shield	300	0	0	1	Destroys Shield.
Rend Weapon	400	0	0	1	Destroys Weapon.
Rend MP	250	0	0	1	Lowers target's MP.
Rend Speed	250	0	0	1	Lowers target's Speed -2.
Rend Power	250	0	0	1	Lowers target's ATK -3.
Rend Magick	250	0	0	1	Lowers target's Magick Attack -3.

Support	JP	Effect
Equip Heavy Armor	500	Equip Armor regardless of Job.
Equip Shields	250	Equip a Shield regardless of Job.
Equip Swords	400	Equip a Sword regardless of Job.

Reaction	JP	Trigger	Range	Effect
Parry	200	Weapon	None	Use your Weapon Evade.

Recommended Skill Set

Jump, First Strike, Dual Wield, Teleport

The addition of the Ninja's Dual Wield skill compliments the Knight's strengths. With it equipped, both physical attacks and Rend skills are performed twice. The Jump ability has been added to make the Knight a damaging long range option. First Strike joins the grouping naturally by focusing the Knight's defensive options into an aggressive counter attack. Finally, Teleport gives the Knight an effective answer for moving into attack range swiftly and effortlessly.

ARCHER



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	10	5600

JOB REQUIREMENTS

Squire lvl 2

JOBS THAT REQUIRE ARCHER

Thief, Ninja

WEAPON TYPES

Bows, Crossbows

ARMOR TYPES

Shields, Hats, Clothes

JOB MASTERY:

5600 JP

HP	MP	SP	Phys ATK	Magick ATK
B	D+	B	A-	C

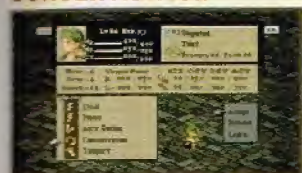
Job Overview

Designed to fight from a safe distance, the hawk-eyed Archer job uses bows and crossbows to fire at adversaries from long range. The range an Archer can shoot from changes depending on how high they are on the battlefield. The higher the elevation, the further they can fire. This alone is the only ability that makes them stand out from other classes. When placed at a high vantage point, the Archer can damage incoming units with arrow shots well before they get close enough to be a threat.

Archers also have the "Aim" ability, which increases a shot's Attack Power in exchange for lost turns. The damage output from these attacks, especially Aim +10 and Aim +20, are almost as threatening as a Black Mage spell. However, the increase in charge time is so massive that any enemy with an average speed rating should be able to move before the shot is even fired. This makes any Aim ability higher than +3 very difficult to use effectively.

Unfortunately, Archers lack the serious damage output needed to contend with other job types. In addition to this, the Archer's Bane ability completely nullifies bow and crossbow shots, making them useless against any unit that carries the ability. The combination of these problems makes the Archer a weak job during the later stages of the game. In the same manner as the Squire, the Archer job should be thought of as a bridge that leads to other job types. Use your unit's time as an Archer to obtain the Concentration and Adrenaline Rush abilities. Both of these abilities have many uses with other class types.

CONCENTRATION



Outside of improving the accuracy of your Archer's shots, Concentration is useful for increasing the success rate of a Thief's Steal abilities. It eliminates your opponent's ability to factor in their speed rating and possibly evade the attack. Although

this doesn't guarantee the success of the Steal command (since the Steal ability itself has a low success rate), it improves the chances for a successful steal.

EQUIP ARTS OF WAR!



The Knight's Arts of War ability set can also be utilized with bow weapons. When equipped as a secondary skill, this enables the Archer to break an enemy's equipment from a distance. This is a very effective way of safely weakening an enemy before your other melee units move in to finish them off. It is wise to equip Concentration to increase the overall effectiveness of this tactic.

Aim	JP	MP	SP	Range	Effect
Aim +1	100	0	0	1	Charge power of attack by +1.
Aim +2	150	0	0	1	Charge power of attack by +2.
Aim +3	200	0	0	1	Charge power of attack by +3.
Aim +4	250	0	0	1	Charge power of attack by +4.
Aim +5	300	0	0	1	Charge power of attack by +5.
Aim +7	400	0	0	1	Charge power of attack by +7.
Aim +10	700	0	0	1	Charge power of attack by +10.
Aim +20	1000	0	0	1	Charge power of attack by +20.

Reaction	JP	Trigger	Range	Effect
Adrenaline Rush	900	HP Dmg.	1	Speed up +1.
Archer's Bane	450	Arrow	None	Negates Bow/Crossbow attacks.

Support	JP	Effect
Equip Crossbows	350	Equip a Crossbow regardless of Job.
Concentration	400	100% success rate with Phys. Attacks.

Move	JP	Effect
Jump +1	200	Jump Up +1

Recommended Skill Set

Arts of War, Shirabadori, Concentration, Move +3

Although simplistic, this line up focuses on the Archer's inherent abilities and improves upon them. The Arts of War abilities grant the Archer the opportunity to weaken enemies from afar. Concentration improves the accuracy of these techniques, while Shirabadori offers an effective defensive option against melee units.

CHARACTERS & JOBS

ITEMS

ABILITIES

CHARACTERS

ITEMS

ABILITIES

CHARACTERS

ITEMS

ABILITIES

CHARACTERS

MONK



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	4	20	5300

JOB REQUIREMENTS

Knight lvl 3

JOBS THAT REQUIRE MONK

Geomancer, Samurai

WEAPON TYPES

None

ARMOR TYPES

Clothes

JOB MASTERY:

5300 JP

HP	MP	SP	Phys ATK	Magick ATK
S	C	A	A+	C

Job Overview

Removing the need for weapons, Monks have the inherent ability to attack with their fists. With hands alone, Monks carry the damage output of a Knight and possess many Martial Arts skills that enable them to heal themselves, attack from a distance, or assault a surrounding group of enemies with a single strike. The end result is a highly versatile melee unit that carries enough positives to make this job useful for the entire length of the game.

One of the more potent aspects of the Monk is not only contained in attack options, but the healing options within the Martial Arts ability set. Purification eliminates most status ailments. Chakra refills a small amount of lost HP and MP with no cost. Monks also have the ability to rejuvenate fallen comrades with the Revive skill.

The first ability that you may want to procure with a Monk is Aurablast. This is a long range attack with average attack power. Obtain Chakra next, followed by Counter, then Revive. With the basics out of the way, you can invest time obtaining the JP heavy Shockwave and First Strike.

MONK

EQUIP ARMOR

The Knight's Equip Armor ability can help improve the armor class for Monks, who normally can't equip heavy armors. However, this option is only useful during the early stages of the game, since better armor options make an appearance later in the game.

WHITE MAGE

CHAKRA & MANA SHIELD



The Time Mage's Mana Shield ability converts your MP pool into a shield that acts like a second set of HP. This means any damage dealt to the character is removed from their MP pool before their HP gauge. Since the Monk's Chakra ability restores a small portion of both HP and MP, you can restore two life sources at one time with it. With both MP and HP being used as an easily replenished life source, a Monk can be extremely difficult to kill.

FIRST STRIKE

First Strike is one of the most powerful reaction abilities available for a melee unit. This skill causes your Monk to initiate a preemptive strike against an attacking enemy. The strike used deals the full amount of damage that a normal attack would inflict. Since it occurs before your foe even hits you, First Strike can prevent the chance of an enemy with low HP of ever inflicting damage on your Monk.

DOOM FIST



Doom Fist casts Doom on an enemy, a status ailment that causes a timer to appear over an enemy's head. Once the timer reaches zero, the unit is KO'd. Normally the time it takes for an enemy to perish is far too long to make Doom Fist worth doing.

However, casting Haste on an enemy with the Doom ailment speeds up the count down process dramatically. This is just another reason why attaching Time Magicks to a Monk makes for an effective job combo.

Martial Arts	JP	MP	SP	Range	Effect
Cyclone	150	0	0	Self	Attack that strikes nearby units. Inflicts between 1.5 to 13.5 the damage of a normal attack (With bare hands 1.9 to 18).
Pummel	300	0	0	1(1)	
Aurablast	300	0	0	3(3)	Projectile attack.
Shockwave	600	0	0	4 Line	Linear Earth element attack. Cannot hit flying enemies.
Doom Fist	300	0	0	1(0)	Inflicts Doom on target.
Purification	200	0	0	Self	Purges most status ailments.
Chakra	350	0	0	Self	Recover some HP and MP.
Revive	500	0	0	1(0)	Revive downed unit.

Reaction	JP	Trigger	Range	Effect
Critical: Recover HP	500	Crit.	Self	Recover HP when made Critical.
Counter	300	Phys.	1	Retaliate with a Phys. Attack.
First Strike	1200	Phys.	1	Attack before your enemy hits you.

Support	JP	Effect
Brawler	200	Increase damage caused by Bare Hands by 50%.

Move	JP	Effect
Lifefont	300	Recover some HP after moving.

Recommended Skill Set

Time Magicks, Mana Shield, Dual Wield, Move + 3

The reasoning behind equipping Time Magicks is to make Haste available for casting. Haste, in combination with Dual Wield, allows a Monk to quickly move into attack range and inflict massive damage to an enemy. Mana Shield works in combination with the Monk's Chakra ability, which regenerates both HP and MP by a small amount. The combination of an easy way to restore both HP and MP, along with the Monk's high HP rating and Mana Shield's MP protection, makes the Monk job a very difficult one to beat.

WHITE MAGE



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	7070

Job Overview

With the ability to cast an assortment of powerful healing spells, the faith filled White Mage is one of the more prominent support classes. White Mages can support several friendly units at a time and use their high speed rating to take turns frequently and back up a group of allies whenever necessary. Sadly, there are a few downsides to the play style of this job. White Mages have few offensive options for emergencies, they also have a heavy spell casting time, and they require a massive amount of MP to establish and maintain the support that they can create. In this regard, the Chemist job may make the task of party support a bit easier with their moderate weapon capabilities and instant items.

As soon as the White Mage job is available, you may want to make it your first priority to invest JP into Cure, Esuna, and Raise. These spells are the foundation for support casting. Much later in the game, when your White Mage has the MP reserves to support them, Wall, Regen, and Holy are extremely important spell abilities. These abilities stand out from all others and set the White Mage job apart from other support jobs like the Chemist. Holy is a devastating offensive spell that allows a White Mage to attack when an emergency comes up (if an enemy unit closes in on your location).

ARITHMETICKS & HOLY

Your first inclination wouldn't be to make a White Mage an offensive caster. However, the Holy spell is one of the most powerful attack spells. Very few enemy units have resistance against the Holy element, making it effective against a wide variety of miscreants. Attaching the Arithmeticks ability set to a White Mage eliminates casting time and MP cost and adds the most effective targeting system available for attack spells. This, in combination with their above average speed rating, results in a monstrous spell caster that can be as powerful as a Black Mage when using this Arithmeticks tactic.



PURIFICATION



The White Mage's healing spells also have the ability to inflict damage upon undead enemies. In fact, casting Raise on an undead creature can kill it instantly!

JOB REQUIREMENTS

Chemist Lvl 2

JOBS THAT REQUIRE WHITE MAGE

Oracle, Arithmetician

WEAPON TYPES

Staves

ARMOR TYPES

Hats, Clothes, Robes

JOB MASTERY:

7070 JP

HP	MP	SP	Phys ATK	Magick ATK
C+	A+	A	B-	A-

White Magicks	JP	MP	SP	Range	Effect
Cure	50	6	25	4	Recover a little HP.
Cura	180	10	20	4	Recover some HP.
Curaga	450	16	15	4	Recover a lot of HP.
Curaja	800	20	10	4	Recover heaps of HP.
Raise	200	10	25	4	Revive downed unit.
Arise	600	20	10	4	Revive downed unit with full HP.
Reraise	1000	16	15	3	Causes Reraise.
Regen	350	8	25	3	Causes Regen. Cancels Poison.
Protect	70	6	25	3	Causes Protect.
Protectja	600	24	3	2(3)	Causes Protect.
Shell	70	6	25	3	Causes Shell.
Shellja	600	20	15	3	Causes Shell.
Wall	400	24	25	3	Causes Protect and Shell.
Esuna	300	18	34	3	Purges most common status ailments.
Holy	600	56	17	5	Holy elemental magick attack.

Reaction	JP	Trigger	Range	Effect
Regenerate	400	HP Dmg.	1	Causes Regen.

Support	JP	Effect
Arcane Defense	400	Greater resistance against Magick Attacks.

Recommended Skill Set

Time Magicks, Shirabadori, Swiftsness, Manafont

This set focuses on a White Mage's inherent prowess towards support. Swiftsness, which lowers the amount of casting time needed to perform a spell, is a necessity for any mage that isn't using Arithmeticks. Time Magicks offers additional support spells for the White Mage to cast with the addition of Haste. Lastly, Manafont is an easy way to gain MP back when you are simply moving around the field.

CHARACTERS & JOBS

FINAL FANTASY IX

FINAL FANTASY IX

FINAL FANTASY IX

FINAL FANTASY IX

FINAL FANTASY IX

FINAL FANTASY IX

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FINAL FANTASY IX

FINAL FANTASY IX

BLACK MAGE



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	8400

JOB REQUIREMENTS

Chemist lvi 2

JOBS THAT REQUIRE BLACK MAGE

Time Mage, Arithmetician, Dark Knight

WEAPON TYPES

Rods

ARMOR TYPES

Hats, Clothes, Robes

JOB MASTERY:

8400 JP

HP	MP	SP	Phys ATK	Magick ATK
C+	A+	B	C-	S

Job Overview

A shrouded Black Mage wields the elements with devastating results. Boasting the highest Magick Attack rating of any job available, this walking nuclear weapon is arguably the No. 1 attacking mage class in the game. Without fear of retaliation, a Black Mage's basic elemental spells give you the power to weaken enemies from a distance before your main melee units move in for the kill. By paying close attention to your enemy's elemental resistances, savvy players can inflict horrific damage to any unit that is not outfitted to deal with Black Magicks.

During the early stages of the game, the Black Mage has three major weaknesses that keep this job from outclassing other casting units. The amount of MP needed to cast offensive magick is usually massive, forcing Black Mages to waste turns using items in order to keep their MP high. Black Mages can also have issues with the amount of time it takes to cast their more powerful spells.

With the inclusion of both their massive casting time and MP cost, it's rarely worth the MP reserves to use Firaja, Thundaja, or Blizzaja. Lastly, many of the Black Mage's spells have good range, but on occasion Black Mages may be forced to get closer than they should in order to cast. Sometimes this allows melee units to move into striking range. Since the Black Mage's HP rating and armor class are poor, any melee unit that manages to hit a Black Mage may inflict critical damage.

There's an easy answer to all of these problems: the Arithmetician class. The Arithmetician ability set enables any casting class to use a selection of mathematical parameters to target specific units on the field. When used properly, a Black Mage can target any enemy on the field and instantly cast a spell against them with no charge time or MP cost. In short, equipping Arithmetician as your secondary ability eliminates a majority of the Black Mage's weaknesses, making them the most effective attack unit available. This job combination is so absurdly powerful that it's even capable of eliminating an entire enemy force in 1 turn.

DEATH



In situations where Flare or other direct damage spells aren't dealing enough harm, it's worth the attempt to cast Death when an incoming enemy poses a big threat. The rate of success is low, but if you're using Arithmetician to initiate it, the lack of casting time and wasted MP are more than enough reasons to warrant the risk.

Black Magicks	JP	MP	SP	Range	Effect
Fire	50	6	25	4	Fire elemental magick attack.
Fira	200	12	20	4	Fire elemental magick attack.
Firaga	480	24	15	4	Fire elemental magick attack.
Firaja	850	48	10	4	Fire elemental magick attack.
Thunder	50	6	25	4	Lightning elemental magick attack.
Thundara	200	10	20	4	Lightning elemental magick attack.
Thundaga	480	24	15	4	Lightning elemental magick attack.
Thundaja	850	48	10	4	Lightning elemental magick attack.
Blizzard	50	6	25	4	Ice elemental magick attack.
Blizzara	200	12	20	4	Ice elemental magick attack.
Blizzaga	480	24	15	4	Ice elemental magick attack.
Blizzaja	850	48	10	4	Ice elemental magick attack.
Poison	150	6	34	4	Causes Poison.
Toad	500	12	20	3	Causes Toad.
Death	600	24	10	4	Causes instant Death.
Flare	900	60	15	5	Magick attack.

Reaction	JP	Trigger	Range	Effect
Magick Counter	800	Magick	S/S	Retaliate with identical spell.

Support	JP	Effect
Arcane Strength	400	Increase damage caused by Magick Attacks by 33%.

Recommended Skill Set

Arithmeticks, Mana Shield, Arcane Strength, Manafont

Along with Arcane Strength to increase spell strength, Arithmeticks enables a Black Mage to target any unit on the field and use spells with no charge time or MP cost. Since MP isn't needed to use spells through Arithmeticks, Mana Shield takes advantage of the massive MP reserve. Manafont enables a Black Mage to move away from an enemy while regenerating MP reserves for Mana Shield. Mana Shield creates a defensive failsafe if an adversary ever manages to get close enough to attack.

TIME MAGE



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	8920

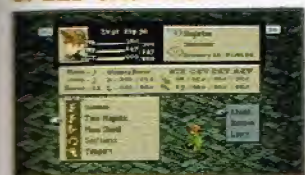
Job Overview

The Time Mage's uncanny control of speed offers a special kind of support. The objective of this job is to cripple the enemy party's mobility while improving the productivity of your own units. This is done by casting spells like Haste or Stop, both of which alter the speed at which a target gains turns. With Slow cast on enemy units, while Haste is being divvied amongst your troops, the amount of turns you gain over your foe can be a major difference that wins the battle.

Time Mages have access to three offensive spells that deal direct damage to the enemy; Gravity, Graviga, and Meteor. Their casting periods are enormous, making them easily avoidable at first. However, these spells are intended to be used as a secondary offensive once Immobilize or Stop has been cast on an enemy. With the inability to move, there's no way for your helpless foe to stop an incoming Meteorite.

When you first make the switch to Time Mage, focus on procuring Haste, Slow, and Immobilize. Haste is the meat of the Time Mage's ability set, which increases a unit's CT (the parameter that affects how fast a unit gets to their turn) to 1.5. Mana Shield and Swiftess should also be obtained for use in other classes. Later, when you have a larger MP pool, Gravity and Graviga should be obtained, so your Time Mage has a means of attacking immobile enemies for significant damage. Meteor is an impressive and powerful spell for sure, but its MP cost and terrible charge time makes it a risky choice for dependable damage.

SPEED CASTING



Swiftess significantly decreases the charge time for spells. This makes it the perfect support ability for mages of all types, including White Mages, Black Mages, Summoners, Time Mages, or Mystics. It should be your first priority if you aren't planning on sticking with the Time Mage job for long.

IMMOBILIZE AND SUMMON

The Time Mage's ability set works well in combination with jobs that have spells that may take a long time to cast. Summoning magick consists of some extremely potent spells, but their casting time is usually so massive that the enemy can often move before the spell hits. You can fix this problem by using Immobilize or Stop on an enemy to keep them from changing their position. With the way to run, hitting your adversary with a Summon spell is easy.



JOB REQUIREMENTS

Black Mage Lvl 3

JOBS THAT REQUIRE ARCHER

Summoner, Arithmetician

WEAPON TYPES

Staves

ARMOR TYPES

Hats, Clothes, Robes

JOB MASTERY:

8920 JP

HP	MP	SP	Phys ATK	Magick ATK
C+	A+	B	D	A+

Time Magicks	JP	MP	SP	Range	Effect
Haste	100	8	50	3	Causes Haste.
Hasteja	600	30	15	3	Causes Haste.
Slow	80	8	50	3	Causes Slow.
Slowja	600	30	15	3	Causes Slow.
Stop	350	14	15	3	Causes Stop.
Immobilize	100	10	34	3	Causes Immobilize.
Float	200	8	50	4	Causes Float.
Reflect	300	12	50	4	Causes Reflect.
Quick	900	24	25	4	Boost effected unit's CT to 100.
Gravity	250	24	17	4	Damage equal to 1/4 target's Max HP.
Graviga	550	50	12	4	Damage equal to 1/2 target's Max HP.
Meteor	1500	70	8	4	Strong magick attack.

Support	JP	Effect
Swiftess	1000	Charge Time is shortened.

Reaction	JP	Trigger	Range	Effect
Critical: Quick	700	Critic.	1	Boost unit's CT to 100.
Mana Shield	400	HP Dmg.	None	MP is lost instead of HP.

Move	JP	Effect
Teleport	600	Move anywhere, may fail if you move too far.
Levitate	540	Causes permanent Float.

Recommended Skill Set

Summon, Shirabadori, Swiftess, Manafont

This simple set up is designed to take advantage of the Time Mage's ability to keep enemies pinned. Summoning has been added to inflict damage on enemies affected by Stop or Immobilize. Summoning magick also happens to be very effective with the Time Mage stat set because of their high Magick Attack Power and speed. Swiftess increases the speed at which the normally slow Summon spells initiate, while Manafont keeps the Time Mage's MP reserves high.

SUMMONER



JOB REQUIREMENTS

Time Mage Lvl 3

JOBS THAT REQUIRE SUMMONER

Bard, Mime

WEAPON TYPES

Rods, Staves

ARMOR TYPES

Hats, Clothes, Robes

JOB MASTERY:

9800 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	9800

HP	MP	SP	Phys ATK	Magick A
C	S	C	D	A

Job Overview

Summoners have the power to call upon mystical creatures to attack their foes. The targeting fields that summon spells use carry a unique property that no other spell has. They only affect units that they are supposed to; attack spells won't target allied units, and heal spells won't target enemy units. This enables the Summoner to use targeting fields in any manner they desire without the chance of an unforeseen negative occurrence.

The drawback to this flexibility is the heavy MP usage and casting time that most summon spells carry. Summoners can't focus a spell on a moving enemy unit; they can only target a specific set of field panels. Because of the extended casting period, enemies often have enough time to move away from an incoming spell blast. To compensate for this problem, the Time Mage's Swiftess ability is a must for speeding up the casting process.

Your first priority is to learn the Shiva and Golem spells. Shiva is a cheap and effective attack spell, while Golem acts as a defensive option against physical attacks. Leviathan and Faerie should be your second objectives when you have the JP reserves to pay for their massive costs.

SUMMONER

GOLEM



TIME

The Golem summon casts a status effect on the user that nullifies physical attacks from human characters. This doesn't work against animals. Use it in battles against human parties to keep your Summoner safe if they are ever intercepted.

ZODIARK



Zodiark is the most powerful summon spell attainable. It can only be learned by having the spell cast on one of your Summoners. The attack must be survived in order for the spell to be learned. The boss at the bottom of the Midlight's Deep, Elidibus, is

the only creature that utilizes this spell. Before you face this encounter, equip the Mana Shield ability to increase your Summoner's chances of surviving the spell. Refer to the Advanced Strategies section of this strategy guide for additional techniques.

Summon	JP	MP	SP	Range	Effect
Moogles	110	8	34	4	Recover some HP (allies).
Shiva	200	24	15	4	Ice elemental damage (foes).
Ramuh	200	24	15	4	Lightning elemental damage (foes).
Ifrit	200	24	15	4	Fire elemental damage (foes).
Titan	220	30	10	4	Earth elemental damage (foes).
Golem	500	40	15	Self	Absorbs some Phys. Damage.
Carbuncle	350	30	20	4	Causes Reflect (allies).
Bahamut	1600	60	7	4	Strong magick attack (foes).
Odin	900	50	8	4	Strong magick attack (foes).
Leviathan	860	48	8	4	Water elemental damage (foes).
Salamander	860	48	8	4	Fire elemental damage (foes).
Sylph	400	26	15	4	Causes Silence (foes).
Faerie	400	28	15	4	Recover a lot of HP (allies).
Lich	600	40	10	4	Darkness elemental damage (foes).
Cyclops	1000	62	9	4	Strong magick attack (foes).
Zodiark	None	99	6	4	All powerful summon attack (foes).

Support	JP	Effect
Halve MP	1000	Use half the MP when casting Magick.

Reaction	JP	Trigger	Range	Effect
Critical: Recover MP	400	Critic.	1	Recover MP when made Critical.

Recommended Skill Set

Iaido, Shirabadori, Swiftess, Manafont

The Samurai's Iaido ability set takes advantage of the Summoner's high Magick Attack power, offering a line of instant special attacks for situations where the Summon isn't fast enough. Swiftess and Manafont should be common abilities attached to mages for their increase in spell casting speed and MP regeneration.

THIEF



JOB STATISTICS

Move	Jump	C-EV	JP Master
4	4	25	4520

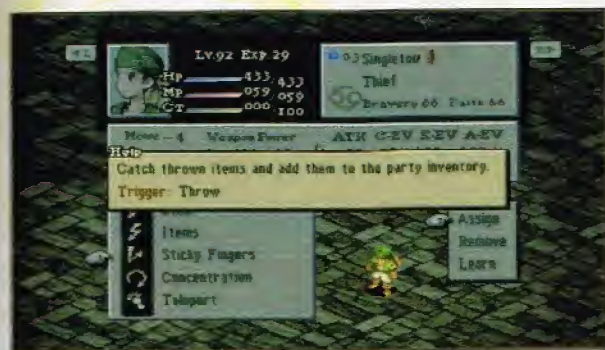
Job Overview

The focus of the cunning Thief job is to leech an enemy's wares. Their battle ability is average in almost every aspect outside of speed, but they make up for it with their usefulness in procuring rare items in various ways. The Thief's Steal skills can take any piece of equipment attached to an enemy and add it to their inventory. They also have the Sticky Fingers ability, which enables them to snatch a Ninja's thrown weapon and keep it for their own. The Thief job can also catch monsters for additional items. All of these options lead to powerful items that can't be found in any other way.

Despite their lackluster combat capabilities, they still have a few options that help them greatly in battle. Their exceptional speed rating enables them to evade attacks frequently and take turns faster than other units. The Steal Heart skill Charms a targeted enemy, coercing them into fighting for you for several turns. The Steal Weapon ability also disarms foes leaving most melee units helpless.

When playing as a Thief, obtain the Steal Heart ability before all others to gain an extra skill to work with in battle. From there, invest JP in Steal Weapon, Steal Armor, Steal Helmet, Steal Shield, and Steal Accessory. This prepares your Thief for the rare items that some boss characters may carry later in the game. Take a gander at the Advanced Strategies section of this strategy guide for additional help with stealing.

FLYING TREASURE



The Sticky Fingers ability acts as a defense mechanism against weapons thrown by a Ninja. The weapon your enemy throws at you doesn't simply disappear; the item ends up in your inventory. This enables you to essentially catch and steal any weapons thrown at you. Some high level Ninja throw extremely rare weapons!

EQUIP CONCENTRATION



Concentration is useful for increasing the success rate of the Thief's Steal abilities. It eliminates your opponent's ability to factor in their speed rating and possibly evade the attack. Although this doesn't guarantee the success of the steal command (since

the steal ability has a low success rate), it improves the chances for a successful steal in a big way.

JOB REQUIREMENTS

Archer Lvl 2

JOBS THAT REQUIRE THIEF

Lancer, Ninja

WEAPON TYPES

Knives

ARMOR TYPES

Hats, Clothes

JOB MASTERY:

4520 JP

HP	MP	SP	Phys ATK	Magick ATK
B-	D	A	B	D+

Steal	JP	MP	SP	Range	Effect
Steal Gil	10	0	0	1(1)	Steal Gil from enemy.
Steal Heart	150	0	0	3	Causes Charm.
Steal Helm	350	0	0	1(1)	Steal a Helmet from an enemy.
Steal Armor	450	0	0	1(1)	Steal Armor from an enemy.
Steal Shield	350	0	0	1(1)	Steal a Shield from an enemy.
Steal Weapon	600	0	0	1(1)	Steal a Weapon from an enemy.
Steal Accessory	500	0	0	1(1)	Steal an Accessory from an enemy.
Steal Exp	250	0	0	1(1)	Steal Exp. from a unit.

Reaction	JP	Trigger	Range	Effect
Vigilance	200	HP Dmg.	1	Causes Defend action command.
Gil Snapper	200	HP Dmg.	1	Gain Gil for every point of HP lost.
Sticky Fingers	200	Throw	None	Catch a thrown item and keep it.

Support	JP	Effect
Poach	200	Monster is automatically Poached when defeated.

Movement	JP	Effect
Move +2	560	Move Up +2
Jump +2	500	Jump Up +2

Recommended Skill Set

Jump, Reflexes, Concentration, Move +3

The Jump command has been added to help the Thief's damage dealing capabilities. The hang time of Jump is shortened for every point of Speed a character has. Since the Thief has plenty of speed to work with initially, a Jump attack drops faster (but causes less damage) with the Thief job than when a Dragoon uses it. Concentration is a must for any Thief planning on taking items, so don't leave home without it.

CHARACTERS
& JOBS

ALL INFORMATION

ADVANCED
STRATEGIES

WHAT IS THIS?

STORYLINE
OVER

STORYLINE

STORYLINE
OVER

PRELIMINARY
TIPS

STORYLINE

STORYLINE

ORATOR



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	3900

JOB REQUIREMENTS:

Mystic Lvl 3

JOBS THAT REQUIRE ORATOR:

Bard, Mime

WEAPON TYPES:

Knives, Guns

ARMOR TYPES:

Hats, Clothes, Robes

JOB MASTERY:

3900 JP

HP	MP	SP	Phys ATK	Magick ATK
C+	C-	B	C	C-

Job Overview

With the power of the spoken word, the Orator converses with units on the battlefield in an effort to invoke fear, inspire bravery, or even convince an enemy to join your ranks. This unique set of capabilities allows them to offer services that no other unit can duplicate.

The downsides to the Orator are their poor stats and lack of worthwhile direct damage attacks. Aside from their ability to equip guns, they are completely reliant on their powers of persuasion to hold their own on the battlefield. This lowers the effectiveness of the Orator down to their ability set. So, you are better served equipping the Speechcraft skill set as a secondary one on a stronger job.

Despite this, the Orator must be played if you want to obtain later jobs while earning their useful skills. It is recommended that you learn the Entice skill before all else, which is used to persuade enemies into joining your army (obtain the Beast Tongue ability to use the Speechcraft skills against monsters). When combined with Entice, it is possible to invite monsters to join your ranks. Praise, Intimidate, Preach, and Enlighten should be procured to adjust the Bravery and Faith ratings of both friendly and enemy units. Threaten is useful tactically for lowering an enemy's Bravery below 10, which turns them into a Chicken. Refer to the Bravery & Faith section of the Basics section of this guide for more ways to manipulate Bravery and Faith to your advantage.

FOR THEIR WARES



Stealing items from an enemy can occasionally be dangerous because of the need to be directly next to your victim. Instead of relying on the Thief's Steal, try using the Orator's Entice to persuade the enemy to join your side. You won't need to worry about stealing their items if they accept your offer.

Speechcraft	JP	MP	SP	Range	Effect
Entice	100	0	0	3(3)	May entice an enemy to join your army.
Stall	100	0	0	3(3)	Drops enemy unit's CT to 0.
Praise	200	0	0	3(3)	Boost Bravery up by +4.
Intimidate	200	0	0	3(3)	Drops Bravery down by -20.
Preach	200	0	0	3(3)	Boost Faith up by +4.
Enlighten	200	0	0	3(3)	Drops Faith down by -20.
Condemn	500	0	0	3(3)	Causes Doom.
Beg	100	0	0	3(3)	Talk the enemy into giving you Gil.
Insult	300	0	0	3(3)	Causes Berserk.
Mime Darlavan	300	0	0	3(3)	Causes Sleep.

Support	JP	Effect
Equip Guns	800	Equip a Gun regardless of Job.
Tame	500	Causes Entice on monsters when they are Critical.
Beast Tongue	100	Use Speechcraft on Monsters regardless of Job.

Reaction	JP	Trigger	Range	Effect
Earplug	300	Speechcraft	None	Negate effects of Speechcraft.

Recommended Skill Set

White Magicks, Shirahadori, Arcane Strength, Move +3

The Orator has the necessary skills to work as a support class. White Magicks add more support casting abilities, while Arcane Strength helps increase the Orator's poor magick attack rating. Shirahadori simply acts as a defensive measure that nullifies most physical attacks.

MYSTIC



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	5970

Job Overview

The Mystic's job is to act as a support caster that cripples enemies with status altering spells. Most of these ailments work by crushing your opponent's ability to fight correctly. Induration and Hesitation are used to quickly and efficiently take enemy units out of battle, while Empowerment keeps your MP pool high (while lowering your foe's). You can learn Manafont to regenerate even more MP while simply moving around.

Interestingly enough, Mystics also have worthy melee capabilities. Their Pole weapon ignores their Physical Attack rating and instead uses their Magick Attack to calculate the Pole's damage. This calculation is: $\text{Magick Attack} \times \text{Weapon Power} = \text{Damage Inflicted}$. It even has a two panel attack range, enabling them to attack from a safer distance. This works well in combination with their Mystic Arts. After using Hesitation to disable an enemy's ability to function, move in for the kill and strike with a normal attack.

EMPOWERMENT



Outside of its ability to drain MP from an adversary, Empowerment can be used to see the max MP amount of a boss (which is normally hidden). The spell doesn't have to be cast to do so, just select the spell and target the enemy with the stats that you want to observe.

TREPIDATION



The Trepidation spell lowers the target's Bravery by 30 points. This is useful for lowering the activation rate of a unit's reaction ability, which is decided by the Bravery stat. They can even turn into a Chicken if you manage to lower their Bravery below 10.

MANAFONT



It is no exaggeration to say that Manafont is a mage's best friend. This ability recovers MP as your unit moves. It is also one of the abilities needed for the Mana Shield + Manafont ability combo, which is an extremely effective defense option for melee units.

JOB REQUIREMENTS:

White Mage Lvl 3

JOB REQUIREMENTS:

Orator, Arithmetician

WEAPON TYPES

Staves, Rods, Poles, Books

ARMOR TYPES

Hats, Clothes, Robes

JOB MASTERY:

5970 JP

HP	MP	SP	Phys ATK	Magick ATK
C+	A-	B	D	A

Mystic Arts

Mystic Arts	JP	MP	SP	Range	Effect
Umbrage	100	4	50	4	Causes Blind.
Empowerment	200	2	50	4	Absorb 34% of the target's MP.
Invigoration	350	16	50	4	Absorb 25% of the target's HP.
Belief	400	6	25	4	Causes Faith.
Disbelief	400	6	25	4	Causes Atheist.
Corruption	300	20	20	4	Causes Undead.
Quiescence	170	16	34	4	Causes Silence.
Fervor	400	16	20	4	Causes Berserk.
Trepidation	200	20	25	4	Drops Bravery down by -30.
Delirium	400	20	20	4	Causes Confuse.
Harmony	800	34	34	4	Purges positive status ailments.
Hesitation	100	10	20	4	Causes Disable.
Repose	350	24	17	4	Causes Sleep.
Induration	600	16	10	4	Causes Stone.

Reaction

Reaction	JP	Trigger	Range	Effect
Absorb MP	250	MP Eff.	1	Recover as much MP as the enemy used.

Support

Support	JP	Effect
Defense Boost	400	Receive 33% less damage from physical attacks.

Movement

Movement	JP	Effect
Ignore Weather	200	Negates any effects of thunder storms.
Manafont	350	Recover some MP after moving.

Recommended Skill Set

Arts of War, Shirahadori, Equip Guns, Manafont

Arts of War and Equip Guns has been added to fortify the Mystic's attack options. With both options available, the Mystic can disarm or weaken enemy units from a distance using the "Rend" abilities. Manafont is equipped to keep the Mystic's MP pool high for support casting, while Shirahadori improves defense against (negates) physical attacks.

GEOMANCER



JOB STATISTICS

Move	Jump	C-EV	JP Master
4	3	10	2870

JOB REQUIREMENTS

Monk Lvl 4

JOBs THAT REQUIRE GEOMANCER

Ninja, Dancer, Mime, Dark Knight

WEAPON TYPES

Swords, Axes

ARMOR TYPES

Shields, Hats, Clothes, Robes

JOB MASTERY

2870 JP

HP	MP	SP	Phys ATK	Magick ATK
B+	B	B-	A-	B+

Job Overview

With strong physical attributes, good equipment options, and passable magick abilities, the Geomancer is an all-purpose attack unit. At close quarters their physical attacks inflict damage that is almost comparable to a Monk. At a distance, they have powerful Geomancy at their disposal, which enables them to use the ground they are standing on to project elemental magick. The magick used changes depending on the type of earth they are standing on. Each spell deals elemental damage and carries the possibility of inflicting a status ailment. The combination of magickal and physical prowess gives them the ability to act as melee units and casters, a flexibility that few jobs have.

With the Geomancer's flexibility comes a lack of outstanding strengths. Their physical attacks are not as destructive as a Knight or Monk, while their casting abilities are far worse than any other mage class. This causes the Geomancer to fall behind other jobs during the later stages of the game. Despite this, it is recommended that you learn all of the spells within the Geomancy skill set, or you may risk running into positions on the battlefield that you won't be able to cast from. Also, equip your Geomancer with the Arcane Strength skill found within the Black Mage's ability set. This increases the strength of Geomancy substantially. The Geomancer's strength lies in the ability to handle a variety of situations, so also try equipping White Magick to them to give them support options as well.

GEOMANCER

DRAGON

LAVAWALKING



Battlefields with lava are a rarity, but the few stages that do have it are difficult to traverse. The Geomancer's Lavawalking ability enables them to safely stand on lava. This also allows them to cast Magma Surge, the Geomancy that only works on lava!

KEEP AWAY



Geomancy has an incredibly large attack range, enabling the caster to attack from an extremely safe distance. An interesting way to use this to your advantage is to repeatedly use Geomancy from as far away as possible. When the enemy starts closing in on your group, simply move away from them and continue using Geomancy from a distance. You can equip Vanish as a Reaction ability to enable your unit to safely relocate to a new position if they are ever cornered. During the early stages of the game, most enemies have a hard time dealing with this simple strategy.

Geomancy	JP	MP	SP	Range	Effect
Sinkhole	150	0	0	5	Damages, can cause Immobilize.
Torrent	150	0	0	5	Water attack, can cause Toad.
Tanglevine	150	0	0	5	Damages, can cause Stop.
Contortion	150	0	0	5	Damages, can cause Stone.
Tremor	150	0	0	5	Earth attack, can cause Confuse.
Wind Slash	150	0	0	5	Wind attack, can cause Disable.
Will-o'-the-Wisp	150	0	0	5	Fire attack, can cause Sleep.
Quicksand	150	0	0	5	Water attack, causes Doom.
Sandstorm	150	0	0	5	Wind attack, can cause Blind.
Snowstorm	150	0	0	5	Ice attack, can cause Silence.
Wind Blast	150	0	0	5	Wind attack, can cause Slow.
Magma Surge	150	0	0	5	Fire attack, can cause KO.

Reaction	JP	Trigger	Range	Effect
Nature's Wrath	300	Phys.	Any	Retaliate with Geomancy.

Support	JP	Effect
Attack Boost	400	Increase effectiveness of physical attacks.

Movement	JP	Effect
Ignore Terrain	220	Negates all move penalties caused by rough terrain.
Lavawalking	150	You can travel over and stop on Lava.

Recommended Skill Set

White Magick, Reflexes, Arcane Strength, Manafont

These skills accentuate the Geomancer's magick abilities. White Magick lends light support magick to work with, as well is the devastating Holy spell. Arcane Strength improves the strength of Geomancy and White Magick. Manafont also helps keep your MP pool high. The final addition is Reflexes, which adds to the Shield Evasion of the equipped shield to aid the Geomancer's blocking.

DRAGOON



STATISTICS

Move	Jump	C-EV	JP Master
3	4	15	9150

Job Overview

The mighty Dragoon is a melee class that utilizes Polearms. This weapon type is one of the few that can hit enemies from two spaces away. Dragoons also rely heavily on the "Jump" ability, a leaping physical attack that can strike enemies several panels away. This technique deals absolutely massive damage, allowing Dragoon weapon types to inflict the maximum amount of damage possible. Since they don't have anything else that sets them apart from other combat units, it is imperative to invest points into learning all of the available Jump types as soon as possible.

Using Jump causes the Dragoon to fly off of screen for a period of time. During this time the unit cannot be targeted for attacks. The speed at which they drop and hit their target is dependent upon your current speed rating. The higher your speed, the faster the Jump drops. Since Dragoons are so reliant on Jump, it is very important to equip items and abilities that help boost your speed rating. Focus on increasing the Jump's effectiveness to make the Dragoon a powerful combat unit.

ADRENALINE RUSH



A Dragoon must rely on an increased speed rating to increase the effectiveness of the Jump ability. Adrenaline Rush provides that capability by increasing the user's speed rating every time they are hit by an attack. Every hit you take increases Jump's attack speed, making it more and more effective.

JOB REQUIREMENTS

Thief Lvl 4

JOBS THAT REQUIRE DRAGOON

Samurai, Dancer, Mime, Dark Knight

WEAPON TYPES

Polearms

ARMOR TYPES

Shields, Helms, Heavy Armors, Robes

JOB MASTERY:

9150 JP

HP	MP	SP	Phys ATK	Magick ATK
A	D	B	A	D

Jump	JP	MP	SP	Range	Effect
Horizontal Jump 2	150	0	0	2(0)	Alters range of Jump.
Horizontal Jump 3	350	0	0	3(0)	Alters range of Jump.
Horizontal Jump 4	550	0	0	4(0)	Alters range of Jump.
Horizontal Jump 5	800	0	0	5(0)	Alters range of Jump.
Horizontal Jump 8	1100	0	0	8(0)	Alters range of Jump.
Vertical Jump 2	100	0	0	1(2)	Alters vertical range of Jump.
Vertical Jump 3	250	0	0	1(3)	Alters vertical range of Jump.
Vertical Jump 4	400	0	0	1(4)	Alters vertical range of Jump.
Vertical Jump 5	550	0	0	1(5)	Alters vertical range of Jump.
Vertical Jump 6	700	0	0	1(6)	Alters vertical range of Jump.
Vertical Jump 7	1000	0	0	1(7)	Alters vertical range of Jump.
Vertical Jump 8	1500	0	0	1(8)	Alters vertical range of Jump.

Support	JP	Effect
Equip Polearms	400	Equip a Polearm regardless of Job.

Reaction	JP	Trigger	Range	Effect
Dragonheart	600	Phys.	1	Causes Reraise.

Movement	JP	Effect
Ignore Height	700	Jump to any height.

Recommended Skill Set

Martial Arts, Adrenaline Rush, Doublehand, Move +3

The Ninja Dual Wield ability, which is normally the natural choice for melee units, cannot be used with Polearm weapons. The Samurai Doublehand ability is the best choice, which doubles the amount of damage a weapon inflicts. Adrenaline Rush has been equipped to increase the drop speed of the Jump ability in emergency situations. Martial Arts have been added to this build for situations where Jump may be too slow to hit a distant enemy before they can move.

SAMURAI



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	20	8000

JOB REQUIREMENTS

Knight Lvl 4, Monk Lvl 5 and Dragoon Lvl 2

JOB THAT REQUIRE SAMURAI

Dark Knight

WEAPON TYPES

Katana

ARMOR TYPES

Helms, Armors, Robes

JOB MASTERY:

8000 JP

HP	MP	SP	Phys ATK	Magick ATK
C+	B-	B	A+	C+

Job Overview

Boasting high physical strength, and a long list of powerful abilities, the iconic Samurai is one of the more effective melee classes at your disposal. The Iaido ability set draws power from one of the Katana in your inventory and uses it to unleash a special technique. These abilities, which can only be used if you own the Katana with the same name as the skill, range from powerful attack spells to status enhancements. Although none of these techniques use MP, there's a small chance that the Katana used to perform the ability may break upon execution.

The Samurai is essentially a magick using class that can equip heavy armor. Aside from the Masamune and Kiyomori abilities, the effectiveness of the Iaido skill set is dictated by the character's Magick Attack rating. Unlike other types of magick, the caster's Faith rating doesn't alter the effectiveness of these spells. Since the Samurai inherently comes with a mediocre Magick Attack rating, use the Black Mage's Arcane Strength ability to increase it.

Murasame should be the first technique you learn. It heals allies within the casting field for a respectable amount. Kiku-ichimonji should be the second skill obtained, which is a powerful shockwave attack with a massive 8 panel range. Lastly, Shirahadori is a defensive mechanism that nullifies weapon strikes, guns, arrows, thrown weapons, and even the Dragoon's Jump attack. It's extremely useful for mage classes that lack the armor and HP needed to survive big hits.

SHIRAHADORI WEAKNESSES



Despite the dominance against physical attacks, Shirahadori cannot counter certain moves. It does not work against the Monk's Martial Arts skill or monster special attacks. It also will not stop reaction abilities, like Counter or First Strike.

Iaido	JP	MP	SP	Range	Effect
Ashura	100	0	0	Self	Damages enemies.
Kotetsu	200	0	0	Self	Damages enemies.
Osafune	300	0	0	Self	Lowers enemies' MP.
Murasame	400	0	0	Self	Recovers allies' HP.
Ama-no-Murakumo	500	0	0	Self	Damages enemies and can cause Slow.
Kiyomori	600	0	0	Self	Causes Protect and Shell on allies.
Muramasa	700	0	0	Self	Damages, can cause Confusion and Death Sentence.
Kiku-ichimonji	800	0	0	8	Damages enemies.
Masamune	900	0	0	Self	Causes Regen and Haste on allies.
Chirijiraden	1000	0	0	Self	Damages enemies.

Reaction	JP	Trigger	Range	Effect
Bonecrusher	200	Critic.	1	Counter with Damage equal to Max HP.
Shirahadori	700	Phys.	None	100% chance of evading Phys. Attacks.

Support	JP	Effect
Equip Katana	400	Equip Katana regardless of Job.
Doublehand	900	Hold a weapon with both hands, doubling damage dealt.

Movement	JP	Effect
Waterwalking	300	You can travel over and stop on the surface of Water.

Recommended Skill Set

Martial Arts, Mana Shield, Arcane Strength, Move +3

Since Samurai have no use for MP, Mana Shield has been attached to increase the unit's lifespan. The Monk's Martial Arts move set has been equipped for Chakra, which helps regenerate the MP that is lost through Mana Shield. Arcane Strength increases the strength of the offensive magick within the Iaido ability set.



NINJA

Move	Jump	C-EV	JP Master
4	4	30	3960

Job Overview

Ninjas have the inherent ability to wield two weapons at a time, which allows them to strike twice in one attack turn. Combined with their superior attack power, speed, and movement rating, the Ninja can move in and mow down opposing units faster than almost any other melee unit (Dark Knights excluded). They also have the Throw skill, which tosses one of the weapons in your inventory at an enemy. This assortment of extremely damaging short and long range attack capabilities make the Ninja an incredible asset to your ranks.

Learning the Shuriken throw ability is your first priority. Your second is Dual Wield, which can be attached to a different melee job to improve their attack capabilities drastically. It is a must have for Knights, Monks, and Dark Knights. Vanish is also worth learning for other jobs later, namely Arithmetician, Dancer, and Bard.

REFLEXES



Despite being labeled as a Reaction ability, Reflexes does not require a trigger to work. It doubles the evasion percentages of the unit that it is attached to. Equipping Reflexes, along with a Featherweave Cloak (Physical Evade Up 40%, Magickal

Evade Up 30%), lowers your enemy's hit rate against your unit to no more than 20% on any side. If equipped with the Gold Escutcheon, Reflexes renders the unit invulnerable to attacks from the front and sides. It even makes them immune to some magick!

THROW NOTES



Throw damage is calculated by taking the user's speed rating and multiplying it by the thrown weapon's attack power (User's Speed x Weapon AP). Elemental attributes present on the weapon are also taken into account, making Flails and Swords the better throwing weapons. Throw range is dictated by the user's Move rating, so equip accessories that increase movement to improve the range of the Throw ability. Move +3 and Germinas Boots is the optimal combination to increase the Throw range.

JOB REQUIREMENTS

Archer Lvl 4, Thief Lvl 5 and Geomancer Lvl 2

JOBs THAT REQUIRE NINJA

Dark Knight

WEAPON TYPES

Knives, Ninja Blades, Flails

ARMOR TYPES

Hats, Clothes

JOB MASTERY:

3960 JP

HP	MP	SP	Phys ATK	Magick ATK
C	D	S	A+	C-

Throw	JP	MP	SP	Range	Effect
Shuriken	50	0	0	Move	Throw Shurikens.
Bomb	70	0	0	Move	Throw Bombs.
Knife	100	0	0	Move	Throw Daggers.
Sword	100	0	0	Move	Throw Swords.
Flail	100	0	0	Move	Throw Flail.
Katana	100	0	0	Move	Throw Katana.
Ninja Blade	100	0	0	Move	Throw Ninja Blades.
Axe	120	0	0	Move	Throw Axes.
Polearm	100	0	0	Move	Throw Polearms.
Pole	100	0	0	Move	Throw Poles.
Knight's Sword	100	0	0	Move	Throw Knight Swords.
Book	100	0	0	Move	Throw Book.

Reaction	JP	Trigger	Range	Effect
Vanish	1000	HP Dmg.	1	Casts Invisible on self.
Reflexes	400	None	None	Increases Evade.

Support	JP	Effect
Dual Wield	1000	Equip two of certain weapons.

Movement	JP	Effect
Waterwalking	420	Negates all move penalties caused by water.

Recommended Skill Set

Arts of War, Mana Shield, Attack Boost, Teleport

Arts of War makes use of the Dual Wield ability to increase the strength and accuracy of the Rend abilities. Attack Boost gives the Ninja a slight attack power increase that pushes their already impressive offensive capabilities even higher. Furthermore, Mana Shield has been equipped to take advantage of the MP pool that the Ninja normally has no use for.

ARITHMETICIAN



JOB REQUIREMENTS

White Mage Lvl 5, Black Mage Lvl 5,
Time Mage Lvl 4 and Mystic Lvl 4

JOBS THAT REQUIRE ARITHMETICIAN

None

WEAPON TYPES

Poles, Books

ARMOR TYPES

Hats, Clothes, Robes

JOB MASTERY:

4200 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	4200

HP	MP	SP	Phys ATK	Magick ATK
C-	C	D	D	C-

Job Overview

Arithmetician's carry a low set of statistics that makes them seemingly useless at first glance. Their speed rating in particular makes it difficult for them to keep up with other units. However, their Arithmetics command set allows them to cast Black Magicks, White Magicks, Time Magicks, or Mystic Arts on several targets at a time, instantly and without MP cost. When you open the Arithmetics menu, two criterions must be selected to determine who the spell targets. The first menu shows a group of values that are available for selection. The second menu lists a group of numbers. Arithmetics finds targets by taking the value and combining it with the number. If for example you selected 'Level' as your value and 'Multiple of 5' as the number, Arithmetics would target any unit on the field that has a level that's a multiple of 5 (5, 10, 15, 20, etc). By toying around with the value and number selections, it's possible to target several, if not all, of the adversaries on the battlefield. Combined with the ability to use any of the magick learned from any mage class, you have a Job that carries one of the strongest abilities in the game.

Unfortunately, even Arithmetics can't save Arithmeticians from their terribly low statistics. The job itself is not what you are looking to obtain, but instead the Arithmetics skill set. Equipping it as a secondary ability to an offensive mage class instantly doubles their destructive capabilities. Your priority when playing as an Arithmetician is to build JP with them as fast as possible. All of the Value and Number parameters in the set need to be obtained to make Arithmetics as flexible possible.

FUN WITH ARITHMETICKS



It's often easier to find an Arithmetics value combination that selects every unit on the field instead of only enemies. Since you generally don't want to attack your allies, this can be a potentially disastrous problem if you are having trouble attacking all of the enemies that you need to. To compensate for this problem, equip items to your party that make them immune to your most used attack spells. For example, the Chameleon Robe absorbs Holy spells and converts it to HP. If this item is equipped to all of your units, using Arithmetics to cast Holy on every unit on the field results in your enemy taking damage while your party regains HP. The same idea can be used cast Toad on the entire playing field. Equip Ribbons to your party to protect them from the status effect, then watch as the entire enemy accompaniment turns into amphibians!

Arithmetics (Values)	JP	MP	SP	Effect
CT	250	0	0	Calculate using unit's CT.
Level	350	0	0	Calculate using unit's Level.
Exp	200	0	0	Calculate using unit's total Exp.
Height	250	0	0	Calculate using unit's Height.

Arithmetics (Numbers)	JP	MP	SP	Effect
Prime	300	0	0	Use Prime Numbers as the parameter.
Multiple of 5	200	0	0	Use multiples of 5 as the parameter.
Multiple of 4	400	0	0	Use multiples of 4 as the parameter.
Multiple of 3	600	0	0	Use multiples of 3 as the parameter.

Reaction	JP	Trigger	Range	Effect
Cup of Life	200	HP Res.	Blue	Excess HP is shared with allies.
Soulbind	300	HP Dmg.	1/1	Enemy takes half of the damage dealt to you.

Support	JP	Effect
EXP Boost	350	Gain 50% more Exp in battles.

Movement	JP	Effect
Accrue EXP	400	Gain 1 Exp per square traveled.
Accrue JP	400	Gain 2 JP per square traveled.

Recommended Skill Set

Bard (or Dancer), Vanish, JP Boost, Accrue JP

This build is geared towards raising your Arithmetician's JP quickly. Bard or Dancer is equipped for their speed enhancing song, which helps out with the Arithmetician's abysmal speed rating at the beginning of the battle. Vanish keeps the Arithmetician safe while they are singing a song. JP Boost and Accrue JP help speed up the acquisition of JP.



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	7900

Job Overview

Bards offer their musical services as a support device, singing songs and melodies that inspire allies to become stronger. These songs come in various forms that offer statistic boosts, status effects, or restoration. When played properly, the Bard can offer up a continuous stream of songs that can improve the weaknesses of almost any party.

The downside to this ability is that the Bard can not initiate any actions outside of Move and Wait while singing. This leaves the Bard extremely open to attack. Furthermore, any song that is not Seraph Song or Life's Anthem has a 50% chance of missing their targets. Since the Bard is so reliant on singing to be effective, even the smallest chance of a song missing makes their use in battle questionable.

Even still, Seraph Song and Life's Anthem both have a 100% success rate. Seraph Song is useful in parties where several of your members are using Mana Shield. On the other hand, Life's Anthem is a basic, but extremely effective way of keeping your entire party's HP high. Despite its poor success rate, Rousing Melody's speed increase is extremely useful for speeding up the amount of turns your allies get.

VANISH PROTECTION



Aside from movement, Bard's are completely vulnerable to attack while singing songs. To improve their protection, equip the Ninja Reaction ability, Vanish. Vanish causes the wearer to cast the Invisible status effect on themselves when hit. During this state, enemies will ignore the Bard altogether, leaving him free to continue singing without the worry of an assault. This protection lasts indefinitely until the Bard attacks or tries to cast a spell. Keep in mind that the Bard must be singing *before* he's hit. Attempting to start a song after Vanish has already been activated cancels the Invisible effect.

INSTRUMENTS



Despite their low attack power, the Bard's weapon of choice, Instruments, still have some value. They have a 3 panel attack range and carry at least one status ailment. The Faerie Harp for example casts Charm on any foe it hits.

JOB REQUIREMENTS

Summoner Lvl 5, Orator Lvl 5 (characters must be male)

JOB REQUIREMENTS

None

WEAPON TYPES

Instruments

ARMOR TYPES

Hats, Clothes

JOB MASTERY:

7900 JP

HP	MP	SP	Phys ATK	Magick ATK
D+	D	B	D-	A-

Bardsong	JP	MP	SP	Range	Effect
Seraph Song	100	0	17	Allies	Recover MP
Life's Anthem	100	0	17	Allies	Recover HP
Rousing Melody	100	0	13	Allies	Raise Speed up 1.
Battle Chant	100	0	13	Allies	Raise physical attack up 1.
Magickal Refrain	100	0	10	Allies	Raise magick attack up 1.
Nameless Song	100	0	10	Allies	Randomly grants 1 status effect (Reraise, Regen, Protect, Shell, or Haste).
Finale	100	0	05	Allies	Boost unit's CT to 100.

Reaction	JP	Trigger	Range	Effect
Magick Boost	500	HP Dmg.	1	MA Up +1.
Faith Boost	700	Magick	1	Faith Up +3

Movement	JP	Effect
Move +3	1000	Move Up +3
Fly	5000	Height and obstacles become inconsequential.

Recommended Skill Set

Iaido, Vanish, Arcane Strength, Lifefont

Vanish fortifies the Bard's defenses while singing. Since Bards lack good offensive maneuvers, the Samurai's Iaido skill has been added to take advantage of the Bard's Magick Attack power. Furthermore, Arcane Strength has been equipped to increase the attack power of the Iaido skills even further. This set up is designed to enable the Bard to safely boost his allies at the beginning of the battle, then move in and attack enemies with surprise attacks whenever necessary.

DANCER



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	5	8000

Job Overview

Dancers are similar to Bards but with four major differences: they have a much better physical attack rating, weaker magick attacks, they can equip clothes and female only items, and all of their dances inflict status changes to enemies instead of allies. Their purpose is to weaken the incoming enemy, so other units can defeat them easily.

The Slow Dance and Forbidden Dance are the first skills to learn. Slow Dance lowers your enemy's speed rating by one point every time it is cast. The Forbidden Dance inflicts a random negative status ailment to every enemy on the field. It is also worth learning Mincing Minuet, which should be used after Slow Dance and Forbidden Dance has already weakened the enemy. It inflicts light physical damage to every enemy on the field with 100% accuracy.

VANISH PROTECTION



Similar to the Bard, Dancers are open to enemy attack while they are performing. The Ninja Reaction ability, Vanish, offers the perfect type of protection for a Dancer, causing them to cast Invisible on themselves whenever they are hit by an attack. The Invisibility effect lasts as long as the Dancer doesn't attack, use an ability, or cast a spell. If Invisible is activated while a Dancer is already performing a song, they continue to dance while keeping the Invisibility trait. This lasts indefinitely, allowing them to continue casting the effect until the end of the battle.

MINCING MINUET NOTES



The attack strength of the Dancer's Mincing Minuet is largely dictated by their Bravery level. The equation for this attack is: $\text{Physical Attack} + [(\text{Physical Attack} \times \text{Bravery}) \div 100]$. Raising Bravery is the easiest way to raise its attack power. Try using the

Orator's Praise technique repeatedly to permanently raise your Dancer's Bravery.

JOB REQUIREMENTS

Geomancer Lvl 5, Dragoon Lvl 5 (characters must be female)

JOBS THAT REQUIRE DANCER

None

WEAPON TYPES

Knives, Cloths, Bags

ARMOR TYPES

Hats, Clothes

JOB MASTERY

8000 JP

HP	MP	SP	Phys ATK	Magick ATK
C-	D	B	A-	B-

Dance	JP	MP	SP	Range	Effect
Witch Hunt	100	0	17	Enemies	Lowers MP.
Mincing Minuet	100	0	17	Enemies	Damage.
Slow Dance	100	0	13	Enemies	Lower Speed.
Polka	100	0	13	Enemies	Lowers Physical Attack.
Disillusion	100	0	10	Enemies	Lower MA.
Forbidden Dance	100	0	10	Enemies	Causes negative status ailments.
Last Waltz	100	0	05	Enemies	Lowers units' CT to 0.

Reaction	JP	Trigger	Range	Effect
Fury	600	HP Dmg.	1	PA Up +1.
Bravery Boost	700	Phys.	1	Bravery Up +3

Movement	JP	Effect
Jump +3	1000	Jump Up +3
Fly	5000	Height and obstacles become inconsequential.

Recommended Skill Set

Darkness, Vanish, Equip Swords, Lifefont

This set enables the Dancer to safely perform Dances at the beginning of the battle, then move in and attack with physical attacks once enemies have been weakened. Dancers have a surprisingly high physical attack rating, so Equip Swords has been added to boost their attack power while enabling the Darkness ability set. Vanish is necessary to keep a Dancer safe while they are performing. Lifefont allows the Dancer to move around while they are Invisible to gain any HP that may have been lost.



JOB STATISTICS

Move	Jump	C-EV	JP Master
4	4	5	None

Job Overview

Mimes offer the ability to mimic the last action that any unit has taken, whether it is a spell or physical attack. The action mimicked retains all of the properties of the spell while factoring the Mime's fantastic statistics. When used carefully, any powerful attack can be doubled without MP. Additionally, Mimes carry an inherent set of familiar skills consisting of Concentration, Brawler, and Beastmaster. They also have an extremely powerful set of statistics. To offset these problems, Mimes cannot equip items or secondary abilities of any sort.

Despite this ability, Mimes suffer from a single major flaw; they only mimic abilities in the exact direction and range they were originally used. This often means that the enemy has an easy time avoiding their attacks. So, why mimic a skill with weaknesses when you can simply pick the original job.

MIME USES



Despite their questionable uses in battle, Mimes take a turn after each and every action their allies initiate. This is done to simply mimic whatever skill their friend has used. In a nutshell, this enables them to take more actions than any other unit can in a single round of turns. This can be used to your advantage in situations where your party is surrounding a powerful enemy. If three of your allied units attack a single foe, the Mime will follow suit and strike the enemy after every one of your ally's turns. Including the Mime's own attack turn, this enables them to attack up to 4-5 times for every one of your allies' attack turns. This same concept can be used quadruple the effects gained when applying status enhancements, like Focus or the Orator's Preach.

JOB REQUIREMENTS

Squire Lvl 8, Summoner Lvl 5, Geomancer Lvl 5, Chemist Lvl 8, Orator Lvl 5, Dragoon Lvl 5

JOBs THAT REQUIRE MIME

None

WEAPON TYPES

None

ARMOR TYPES

None

HP	MP	SP	Phys ATK	Magick ATK
S	D	S	A	A-



CHARACTERS

CHARACTERS & JOBS

CHARACTERS & JOBS

CHARACTERS & JOBS

CHARACTERS & JOBS

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DARK KNIGHT



JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	0	6900

JOB REQUIREMENTS

Knight Mastered, Geomancer Lvl 8, Ninja Lvl 8, Black Mage Mastered, Dragoon Lvl 8, Samurai Lvl 8, 20 or more enemies killed.

JOBS THAT REQUIRE DARK KNIGHT

None

WEAPON TYPES

Swords, Knight Swords, Fell Swords, Flails, Axes

ARMOR TYPES

Shields, Helmets, Armors, Clothes, Robes

JOB MASTERY:

4200 JP

HP	MP	SP	Phys ATK	Magick ATK
C+	B-	B	S	C

Job Overview

The powerful Dark Knight is a class that can only be obtained by mastering many different jobs. They possess extremely high physical attack strength, a potent set of special skills, and the ability to equip the Fell Sword—a class of weapon that only the Dark Knight can use. Despite their average HP and SP ratings, the Dark Knight's strengths are enough to make them an extremely useful melee unit.

The Dark Knight wields many powerful techniques, such as the Abyssal Blade and Unholy Sacrifice. Abyssal Blade causes damage that is proportional to the Dark Knight's HP, inflicting more damage depending on how close the enemy is to the caster. Both techniques cause the user to take damage when used, so it is recommended that you do not use them when your HP is low. Use Sanguine Sword to help regenerate HP that has been lost through these skills.

DARK KNIGHT

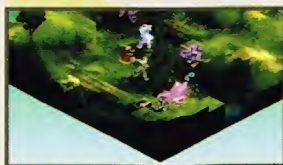
MANA SHIELD



ONION KNIGHT

The HP damage inflicted when using the Abyssal Blade or Unholy Sacrifice abilities can be converted to MP damage by using Mana Shield. You can then use the Infernal Strike ability to absorb your enemy's MP and regenerate your Mana Shield. This allows you to use Darkness skills without the risk of death.

FELL SWORDS



The Fell Sword weapon has a unique property that causes its attack strength to be affected by the user's Faith level. The lower the wearer's Faith, the stronger a Fell Sword becomes. The exact formula for calculating the damage is:

Physical Attack x (100 - Faith value) ÷ 100 x Weapon Attack Power.

Darkness	JP	MP	SP	Range	Effect
Sanguine Sword	500	0	0	3	Absorb HP
Infernal Strike	500	0	0	3	Absorb MP
Crushing Blow	300	0	0	3	Deals Damage. Effect: Stop
Abyssal Blade	1000	0	0	3	Use 20% of Max HP to deal damage (*1)
Unholy Sacrifice	1200	0	0	Self	Use 30% of Max HP to deal damage. Effect: Slow (*2)

*1 More damage is dealt to nearby enemy units.

*2 The higher the Dark Knight's max HP is, the more damage this move does.

Support	JP	Effect
HP Boost	2000	Raise Max HP 20%
Vehemence	400	Increases both the damage inflicted and received by 1.5

Movement	JP	Effect
Move + 3	1000	Increases Move by 3. Females only.
Jump + 3	1000	Increases Jump by 3. Males only.

Recommended Skill Set

Arts of War, Mana Shield, Dual Wield, Teleport

Dual Wield doubles up on the Dark Knight's already powerful normal attacks and the Arts of War abilities. Mana Shield offers padding in case Abyssal Blade or Unholy Sacrifice drains more life than you anticipate. Teleport is present instead of Move +3 to make it easier to position your Dark Knight behind an adversary.

ONION KNIGHT



JOB STATISTICS

Move	Jump	C-EV	JP Master
4(3)	4(3)	30(5)	None

Job Overview

The mysterious Onion Knight is an extremely finicky Job. This unit can equip any and all items, but they cannot set abilities, gain Experience Points, or level up. From Job level 1 to 7 they have a very weak set of statistics (shown in parentheses under Job Statistics). However, mastering every job and raising the Onion Knight to level 8 increases their statistics by a massive amount. Utilizing their overpowered stat line, they can be used as a basic melee unit with a focus on normal attacks that can be delivered to the backs of enemy units.

ONION EQUIPMENT



Melee battles yield many unique items that cannot be found anywhere else. A small set of these items, the Onion Sword, Onion Shield, Onion Helm, Onion Gloves, and Onion Armor are the perfect equipment for the Onion Knight. Try replacing the Onion Helm with a Ribbon and the Onion Gloves with the Tynar Rouge to create a strong, self-sufficient fighter protected by Regen, Protect, Shell, Haste, and Reraise.

JOB REQUIREMENTS

Squire Lvl 6, Chemist Lvl 6. Mastering 14 Jobs besides Squire, Chemist, Mime, Dark Knight or Onion Knight will raise its stats and unlock the True Onion Knight.

JOB THAT REQUIRE ONION KNIGHT

None

WEAPON TYPES

All

ARMOR TYPES

All

HP	MP	SP	Phys ATK	Magick ATK
S(D)	S(D)	S(D)	A+(D)	A(D)



- BASICS
- CHARACTERS & JOBS
- SKILLSETS
- ADVANCED STRATEGIES
- SPECIAL EVENTS
- ADVENTURE LOG
- HELP GUIDE
- RENDERING TOOL
- RENDERING GUIDE
- GLOSSARY
- INDEX

RAMZA

Squire

WEAPON TYPES:

Knives, Swords, Knight's Swords, Flails

ARMOR TYPES:

Shields, Hats, Helms, Clothes, Armors, Robes

JOB MASTERY:

2570 JP



JOB STATISTICS

Move	Jump	C-EV	JP Master
4	3	10	2570
SP	Phys ATK	Magick ATK	
B	A-	B	

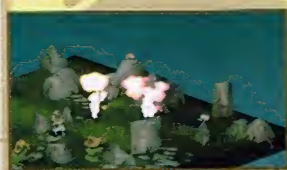
Job Overview



The hero of Final Fantasy Tactics, Ramza, starts as a well rounded melee unit. His initial job is that of a beefed up Squire, but his statistic growth is higher, and he has several new skills; Tailwind, Chant, Steel, Shout and Ultima. These positives give him an edge over the normal Squire in a big way, setting him apart in both stat growth and usefulness in battle. With such a balanced set of starting stats, Ramza can later make healthy use of both support and melee jobs.

Ramza's abilities develop as the game progresses. From Chapter 2 onward the Steel skill opens up, along with the ability to equip Shields, Helms, and Armor. From Chapter 4 onward, Ramza can learn Shout and equip Knight's Swords. Ultima can be learned by being hit by an opposing enemy's Ultima attack and surviving it (refer to the Advanced Strategies section for techniques on how to do this). It is recommended that *all* of the Squire's abilities are obtained before moving on to another job. The majority of Ramza's skills open the windows to building quick JP and the ability to raise Bravery levels when needed.

STEEL



Steel is one of the best ways to permanently raise your Bravery level. Out of the 5 Bravery temporarily gained, 1 point remains. Increasing your Bravery improves the occurrence rate of Reaction abilities. It also increases the damage dealt with Knight's Swords.

JP & EXP ACCUMULATION



There is no limit to the amount of times Focus, Chant, Steel, and Shout can be used. The statistics granted for each use stacks on top of the next. Since experience and Job Points are obtained every time it's used, they can be performed indefinitely to repeatedly gain both. A smart way to use this to your advantage is to take control of the final enemy on a field with Charm (use a Thief's Steal Heart ability). While the enemy is Charmed, repeatedly use one of these abilities to gain JP and EXP.

Mettle	JP	MP	SP	Range	Effect
Focus	300	0	0	Self	Unit's PA Up +1
Rush	80	0	0	1(1)	Weak physical attack.
Stone	90	0	0	4	Weak projectile attack.
Salve	150	0	0	1(2)	Purges Blind, Silence and Poison.
Tailwind	200	0	0	3	Speed Up +1
Chant	None	0	0	1(3)	Transfer HP from caster to target.
Steel	200	0	0	3	Bravery Up +5
Shout	500	0	0	Self	Bravery +10, PA+1, MA+1 and Speed +1.
Ultima	None	10	20	4	Fairly strong magick attack.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

*Works only with monster directly next to unit, and with an elevation difference of 3h or less.

Move	JP	Effect
Move +1	200	Move Up +1

Recommended Skill Set

Darkness, Mana Shield, Vehemence, Move +3

Total offense is the name of the game here. Vehemence increases your attack power by 50%, but at the cost of taking 50% more damage. Mana Shield uses his unused MP reserves to protect Ramza against the decrease in defense. The powerful Darkness abilities also use Mana Shield as an MP buffer when using skills that drain HP.

MUSTADIO

Machinist



WEAPON TYPES:

Guns

ARMOR TYPES:

Hats, Clothes

JOB MASTERY:

1750 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
3	4	18	1750

HP	MP	SP	Phys ATK	Magick ATK
B	C	A+	B-	B

Job Overview



Mustadio is an Machinist, a gun wielding class that uses skills called "Aimed Shot". Though lacking in variety, these skills inflict instant status ailments that can render most enemy jobs useless with a single shot. By making use of a combination of Aimed Shot and his fast speed rating, Mustadio can move to high ground quickly and weaken surrounding enemy units with ease.

Mustadio's incredible speed rating makes him the perfect candidate for a Thief during the early chapters of the game. After the change, use the Orator's Equip Guns ability to bring Mustadio's preferred armament along with him. You may also want to add the Archer's Concentration ability to improve the accuracy of his Steal techniques.

DOUBLE AIMED SHOT



After making the switch to Thief, consider equipping the Ninja ability, Dual Wield. It doubles the amount of times Aimed Shot initiates, increasing the accuracy of these attacks by 50%.

EQUIPMENT ADVICE



Mustadio should usually be equipped with speed enhancing items. This should be done to focus on building up his superior speed stat, which allows him to take an unusually high amount of turns in battle. The Green Beret, Thief's Cap, Acacia Hat, Mirage Vest, and Brigand's Gloves are all examples of items that improve speed.

The Green Beret, Thief's Cap, Acacia Hat, Mirage Vest, and Brigand's Gloves are all examples of items that improve speed.

Aimed Shot	JP	MP	SP	Range	Effect
Shot	200	0	0	Weapon	Causes Immobilize.
Shot	300	0	0	Weapon	Causes Disable.
Evil	200	0	0	Weapon	Petrifies Undead enemies.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.

**Works only with monster directly next to unit, and with an elevation difference of 3h or less.*

Move	JP	Effect
Move +1	200	Move Up +1

Recommended Skill Set

Steal, Adrenaline Rush, Concentration, Move +3

This set up is focused on making Mustadio an effective Thief. All of the basics are here, Adrenaline Rush for speed increases and Concentration for accuracy help. Use the increased movement factor from Move +3 to move behind your enemy before stealing.

BASIC

CHARACTERS
& JOBS

ITEMS

ADVANCED
STRATEGIES

SPECIAL EVENTS

RECENT
TOP

RECENT
TOP

RECENT
TOP

RECENT
TOP

RECENT
TOP

RECENT
TOP

AGRIAS

Holy Knight

WEAPON TYPES:

Swords, Knight's Swords

ARMOR TYPES:

Shields, Helms, Armors, Robes

JOB MASTERY:

3550 JP

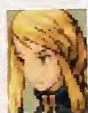


JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	25	3550

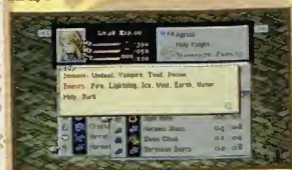
HP	MP	SP	Phys ATK	Magick ATK
S	B	B	B	B

Job Overview



Agrias is the one and only true Holy Knight that joins your ranks during your adventure. Featuring an incredible HP rating and moderate stats in every other category, her Holy Sword skills make her one of the most well-rounded characters in your group. Out of her entire list of abilities, Hallowed Bolt, Northswain's Strike, and Divine Ruination end up being the only skills that are really needed in combat. Hallowed Bolt has a good attacking distance and can strike multiple adversaries at a time. This skill also has a chance of inflicting Silence, making it useful against mages. Divine Ruination should be used against enemies that are further away than normal. However, it can be difficult to use this skill when there are elevation differences. Finally, Northswain's Strike, which occasionally KO's the target, should be saved for situations when you can't inflict enough damage to defeat a dangerous enemy outright.

EQUIPMENT ADVICE



Because of her affinity towards melee combat, Agrias often has to move into a distance where she's vulnerable to spells. It's advised that you equip her with items that nullify status effects to avoid any potentially

devastating situations (being turned into a Toad, for example). The Ribbon item can be employed to nullify a majority of the more prominent status ailments.

HOLY SWORD PROPERTIES



Despite their appearance, Agrias' Holy Sword abilities do not have elemental properties. Instead, they carry the properties of the weapon that Agrias has equipped. For instance, if a weapon deals ice

damage (like the Icebrand), then so will her Holy Sword techniques. Use this to your advantage in fights where enemies are weak to specific elements.

Holy Sword	JP	MP	SP	Range	Effect
Judgment Blade	100	0	0	2	Damages, can cause Stop.
Cleansing Strike	400	0	0	3(2)	Damages, can cause Doom
Northswain's Strike	500	0	0	3(1)	Damages, can cause KO.
Hallowed Bolt	700	0	0	3	Damages, can cause Silence.
Divine Ruination	800	0	0	4	Damages, can cause Confuse.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

*Works only with monster directly next to unit, and with an elevation difference of 3h or less.

Move	JP	Effect
Move +1	200	Move Up +1

Recommended Skill Set

Darkness, First Strike, Vehemence, Move +3

Agrias has plenty of HP to waste, so Darkness abilities that need HP to power them can be used with impunity. Perform the Sanguine Sword attack to refill your HP reserves if it ever gets low. Vehemence powers up both Holy Sword and Darkness skills at the cost of a defense loss. First Strike takes full advantage of the Vehemence boost, turning her defense into a good offense.

LUSO

Game Hunter



WEAPON TYPES:

Swords, Knight's Swords, Flails

ARMOR TYPES:

Hats, Helms, Clothes, Armors, Robes

JOB MASTERY:

2570 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
4	3	10	2570
SP	Phys ATK	Magick ATK	
B	A-	B	

Job Overview



Luso, the hero of the upcoming *Fuuketsu no Grimoire* game for the Nintendo DS, is almost an exact replica of Ramza. They share the same statistics, equipment, and abilities. The only difference is Luso's innate Poach ability, which is always active. Since Poach doesn't need to be equipped to him, that support slot can be filled with Doublehand or Dual Wield. With the ability to attach skills that increase physical damage, while still retaining Poach, Luso is an extremely effective unit for random encounters against monsters.

SHOUT



It turns out that Luso has the Shout ability before Ramza can even obtain it. This skill raises several stats instantly for no MP cost (Bravery +10, PA +1, MA +1, and Speed +1). The stats affected are vital for a melee unit. The

Bravery boost is particularly useful when Luso has a Knight's Sword equipped, which raises the damage output of that weapon type. The more Bravery you have, the more damage Knight's Swords inflict. When coupled with the Attack Boost ability, the damage increase is noteworthy.

ULTIMA



Similar to Ramza, Luso can only learn Ultima by taking a hit from it and surviving. However, instead of counting on an enemy to cast it on you, use Ramza to cast Ultima on Luso instead. This should relieve the

pressure of having to learn the skill twice from an enemy.

Recommended Skill Set

Martial Arts, Mana Shield, Dual Wield, Move +3

This job combo works well against monsters. Martial Arts have been added for various ranged attacks and for the use of Chakra, which refills Luso's HP and MP reserves. This works in combination with Mana Shield, which taps into Luso's MP pool for additional protection. As mentioned, Dual Wield doubles his attacks and retains the Poach ability needed for monsters.

Huntcraft	JP	MP	SP	Range	Effect
Focus	300	0	0	Self	Unit's PA Up +1
Rush	80	0	0	1(1)	Weak physical attack.
Stone	90	0	0	4	Weak projectile attack.
Salve	150	0	0	1(2)	Purges Blind, Silence and Poison.
Tailwind	200	0	0	3	Speed Up +1
Chant	None	0	0	1(3)	Transfer HP from caster to target.
Steel	200	0	0	3	Bravery Up +5
Shout	500	0	0	Self	Bravery +10, PA+1, MA+1 and Speed +1.
Ultima	None	10	20	4	Fairly strong magick attack.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

*Works only with monster directly next to unit, and with an elevation difference of 3h or less.

Move	JP	Effect
Move +1	200	Move Up +1

RAPHA

Skyseer

WEAPON TYPES:

Staves, Poles

ARMOR TYPES:

Hats, Clothes, Robes

JOB MASTERY:

3050 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	10	3050

HP	MP	SP	Phys ATK	Magick ATK
B	B	A+	B	B

Job Overview

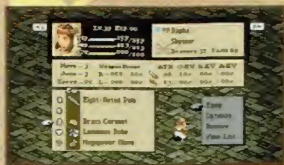


Rapha utilizes an ability set called Sky Mantra, a list of abilities that hit random panels within their effect area 1 to 10 times. The power of these abilities is completely affected by Rapha's Magick Attack rating, with Faith having no influence on their strength. Each skill has a four panel attack range and they do not consume MP. They also inflict damage to *any* unit they hit, whether it's a friend or foe. This essentially makes using the Sky Mantra skills a gamble; with the chance of hitting multiple enemies ten times in succession comes the possibility of missing them altogether, or even hitting an allied unit. Because of her lack of consistency, Rapha requires a great amount of luck and patience to make her a worthwhile character.

Equip skills like Swiftiness to decrease her casting time, while additional ability sets like Summoning should be equipped for situations where Sky Mantra abilities carry too much risk. In regards to abilities you should learn, Adamantine Blade, Maelstrom, and Divinity are the most effective abilities at Rapha's disposal.

RAPHA

EQUIPMENT ADVICE



Rapha's focus is magick. Equip items that raise her Magick Attack rating as much as possible. Items like the Dreamwaker, Mage's Staff, Red Shoes, and Magepower Gloves all raise MA slightly.

Recommended Skill Set

Summon, Shirabadori, Swiftiness, Manafont

With Summoning to work with when her Sky Mantra skills aren't working out, Rapha is a far more consistent character. Swiftiness is equipped to improve the charge time of both Sky Mantra and Summoning abilities. Manafont acts as means of regaining MP needed for Summoning when you're running low on it.

Sky Mantra	JP	MP	SP	Range	Effect
Heaven's Wrath	100	0	34	2(3)	Random Lightning elemental damage.
Ashura	200	0	25	2(3)	Random Fire elemental damage.
Adamantine Blade	300	0	20	2(3)	Random Wind elemental damage.
Maelstrom	400	0	17	2(3)	Random Water elemental damage.
Celestial Void	500	0	20	2(3)	Randomly causes status ailments.
Divinity	600	0	15	2(3)	Random Earth elemental damage.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

**Works only with monster directly next to unit, and with an elevation difference of 3h or less.*

Move	JP	Effect
Move +1	200	Move Up +1

MARACH

Netherseer

WEAPON TYPES:

Staves, Poles

ARMOR TYPES:

Hats, Clothes, Robes

JOB MASTERY:

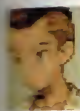
3050 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
4	3	8	3050

HP	MP	SP	Phys ATK	Magick ATK
B	A-	A	B+	B

Job Overview



Marach's abilities carry the exact same casting properties that Rapha's abilities have, but with one major difference; the strength of his Nether Mantra attacks are affected by both his Faith, and his target's Faith levels. The lower the Faith rating on either end, the stronger his special attacks are. It is recommended that you lower his Faith using the Orator's Enlighten ability to make the most out of Marach's Nether Mantra attacks. Keep in mind that lowering his Faith to such a degree weakens the effects of healing abilities that you may want to use on him. To compensate for this problem, equip Items as a secondary ability, or use the Iaido set's Murasame ability for healing. Unlike other abilities, the effectiveness of Iaido skills is not reliant upon the Faith characteristic.

SWIFTNESS



Like his sister, Marach's Nether Mantra abilities have a very long casting time. To improve it, equip the Time Mage's Swiftness support ability. With faster casting time, taking a gamble with Nether Mantra won't seem like such a waste.

Recommended Skill Set

Iaido, Shirabadori, Swiftness, Teleport

This skill set is built around a variation of Marach that compensates for a low Faith rating. Since most healing abilities regenerate less HP when cast upon a character with low Faith, the Iaido job set has been added to enable him to use the Murasame healing ability, which doesn't use Faith to calculate the healing amount. Swiftness increases the speed at which Nether Mantra initiates, enabling Marach to use the ability more often.

Nether Mantra	JP	MP	SP	Range	Effect
Nether's Wrath	100	0	34	2(3)	Random Lightning elemental damage.
Nether Ashura	200	0	25	2(3)	Random Fire elemental damage.
Nether Blade	300	0	20	2(3)	Random Wind elemental damage.
Nether Maelstrom	400	0	17	2(3)	Random Water elemental damage.
Corporeal Void	500	0	20	2(3)	Randomly causes status ailments.
Impiety	600	0	15	2(3)	Random Earth elemental damage.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

*Works only with monster directly next to unit, and with an elevation difference of 3h or less.

Move	JP	Effect
Move +1	200	Move Up +1

ORLANDEAU

Sword Saint

WEAPON TYPES:

Swords, Knight's Swords, Katana, Ninja Blades

ARMOR TYPES:

Shields, Helms, Clothes, Armors, Robes

JOB MASTERY:

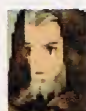
6050 JP



JOB STATISTICS

Move	Jump	C-EV	JP Master
4	3	20	6050
SP	Phys ATK	Magick ATK	
A	A+	B	

Job Overview



The Sword Saint Orlandeau is widely considered to be the strongest character in the game. His statistics are matched only by Reis. He carries an ultra high HP rating along with strong speed, MP, and Physical Attack values. He also wields one of the most powerful and flexible ability sets available, Swordplay, which carries all of the abilities used by Holy Knights, Divine Knights, and Dark Knights. If that wasn't enough, he can also equip any sword type available, along with a hefty assortment of armor types. He even comes equipped with Excalibur, one of the most powerful swords in the game.

When using Orlandeau, Hallowed Bolt should be used as your main means of attack. This ability can hit multiple enemies in a row for solid damage. Shadowblade should also be used to quickly regain any lost HP while staying on the offensive. Duskblade can replace this function if you are using Mana Shield as your Reaction ability. Crush Weapon should be used to damage and disarm any human melee units that you encounter. Don't play it safe, move into attacking distance and assault your enemies with Orlandeau's massive list of powerful skills.

ORLANDEAU

EXP LEECH



As effective as Orlandeau is, it's not always best to use him. He's so powerful that he often ends up killing units too efficiently, causing him to absorb EXP faster than any other unit.

This often makes it difficult to build up the strengths of the other characters in your party. Try leaving Orlandeau out of the equation on occasion to give your other units a chance to grow.

MELIADOUL

Recommended Skill Set

Jump, Reflexes, Vehemence, Move +3

Since the majority of your offense consists of Orlandeau's Swordplay techniques, Vehemence has been equipped to further improve their attack power. In situations where your enemy is too far away for a Swordplay skill, use the equipped Jump command to stage an attack. Reflexes takes advantage of Orlandeau's incredible speed and equipment, and increases his evade rating even further. This can be replaced with Mana Shield instead, which uses Orlandeau's unused MP pool as HP.

Swordplay	JP	MP	SP	Range	Effect
Judgment Blade	100	0	0	3	Damages, can cause Stop.
Cleansing Strike	400	0	0	3(2)	Damages, can cause Doom
Northswain's Strike	500	0	0	3(1)	Damages, can cause KO.
Hallowed Bolt	700	0	0	3	Damages, can cause Silence.
Divine Ruination	800	0	0	4 lines	Damages, can cause Confuse.
Crush Armor	200	0	0	3	Damages, destroys target's Armor.
Crush Helmet	400	0	0	3	Damages, destroys target's Helmet.
Crush Weapon	500	0	0	3	Damages, destroys target's Weapon.
Crush Accessory	800	0	0	3	Damages, destroys target's Accessory.
Duskblade	500	0	0	3	Absorb target's MP
Shadowblade	100	0	0	3	Absorb Targets HP

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

*Works only with monster directly next to unit, and with an elevation difference of 3h or less.

Move	JP	Effect
Move +1	200	Move Up +1

MELIADOUL

Divine Knight

WEAPON TYPES:

Swords, Knight's Swords, Crossbows, Spears

ARMOR TYPES:

Shields, Helms, Clothes, Armors, Robes

JOB MASTERY:

2950 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
4	3	12	2950

HP	MP	SP	Phys ATK	Magick ATK
A+	C	B+	A	C+

Job Overview



The mighty Meliadoul is essentially a Knight with a ranged version of the Arts of War. Her Unyielding Blade techniques inflict big damage while destroying a specific item an enemy has equipped, from a distance, with a 100% success rate. She also has the ability to equip weapons outside of swords, like crossbows and spears. However, her Unyielding Blade techniques can only be used with swords.

The downside to her strengths is that Unyielding Blade skills only work if the unit is carrying an item to break. Her abilities are also useless against any unit carrying the Safeguard ability, which protects against item breaking. In order to alleviate these problems, equip a secondary ability set like Darkness to give her something to work with when her other skills fail.

UNYIELDING BLADE NOTES



Despite their appearance, the Unyielding Blade skills are simply physical attacks. Their damage is calculated by taking the Physical Attack value of the caster and multiplying it by the equipped

weapon's attack power (PA x Weapon Power). Since this is the case, these skills score critical hits just like a Physical Attack. Unfortunately, they do not inflict damage to their target if the enemy does not have an item that corresponds to the respective skill type.

Unyielding Blade	JP	MP	SP	Range	Effect
Dash Armor	200	0	0	3	Damages, destroys target's Armor.
Dash Helmet	400	0	0	3	Damages, destroys target's Helmet.
Dash Weapon	500	0	0	3	Damages, destroys target's Weapon.
Dash Accessory	800	0	0	3	Damages, destroys target's Accessory.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Sealmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

*Works only with monster directly next to unit, and with an elevation difference of 3h or less.

Move	JP	Effect
Move +1	200	Move Up +1

Recommended Skill Set

Darkness, Mana Shield, Vehemence, Teleport

Darkness gives her a second attack set to use when Unyielding Blades will not work. Vehemence increases the damage output of her normal and Darkness attacks, and Mana Shield uses Meliadoul's unused MP as buffer for her HP.

BASICS

CHARACTERS
& JOBS

WALKTHROUGH

ADVANCED
STRATEGIES

SPECIAL REVIEW

MONSTER
TIPS

RECAP

REPLAYS
(MUSIC)

POACHING
GUIDE

BRANDS

TESTING

BEOWULF

Templar

WEAPON TYPES:

Knives, Swords, Knight's Swords

ARMOR TYPES:

Shields, Helms, Armors, Robes

JOB MASTERY:

4340 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
4	3	14	4340

HP	MP	SP	Phys ATK	Magick ATK
A+	S+	B+	A+	B+

Job Overview



Beowulf is essentially a stronger version of the Mystic job. His Spellblade skills consist of various status ailments that lack the casting time of the Mystic's spell set. He also boasts a powerful set of statistics and equipment possibilities that make him a formidable close range combat unit. As a whole, his combination of powerful support casting and crushing melee capabilities make him one of the more flexible units at your disposal.

Disable, Sleep, and Break are the first abilities he should learn. These skills essentially eliminate an enemy's ability to do anything at all, taking them out of the battle almost completely. Break in particular is very important to using Beowulf, since it destroys the enemy with a single stroke. Chicken is also worth learning, which lowers a target's Bravery level by a whopping -50, crushing their reaction abilities and making them vulnerable to the Chicken state (when Bravery drops below 10). Lastly, Vengeance has the potential of inflicting massive damage. Along with its 100% hit rate, it deals damage equal to the amount of HP Beowulf has lost (max HP minus current HP). This makes it useful as a last act of desperation when Beowulf is in a critical state.

ZOMBIE USES

Beowulf's Zombie transforms the targeted unit into the undead. After the transformation, the undead creature is highly vulnerable to certain attacks, such as healing spells or Mustadio's Seal Evil technique. A fun skill combination is to equip White Magick to Beowulf, so that he can cast healing spells on Zombified enemies.



Recommended Skill Set

White Magicks, Reflexes, Halve MP, Move +3

Beowulf has a lot of flexibility, so this ability set is designed to make the most of it. Halve MP lowers spell casting costs by 50% of their original value (mostly used to lower the cost of Break). White Magicks has been equipped to give Beowulf support capabilities, as well as access to Holy. Finally, Reflexes helps his evade rate, which can be improved further with proper equipment management.

Spellblade	JP	MP	SP	Range	Effect
Blind	50	6	0	4	Causes Blind.
Syphon	0	2	0	4	Absorb 1/4 of the target's MP.
Drain	180	12	0	4	Absorb 1/4 of the target's HP.
Faith	200	10	0	4	Causes Faith.
Doubt	200	10	0	4	Causes Atheist.
Zombie	150	14	0	4	Causes Undead.
Silence	90	16	0	4	Causes Silence.
Berserk	200	16	0	4	Causes Berserk.
Chicken	500	12	0	4	Drops Bravery down by -50.
Confuse	200	14	0	4	Causes Confuse.
Dispel	300	20	0	4	Purges positive status ailments.
Disable	50	14	0	4	Causes Disable.
Sleep	170	20	0	4	Causes Stop.
Break	300	24	0	4	Causes Stone.
Vengeance	600	20	0	8	Inflicts damage equal to Beowulf's wounds.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

**Works only with monster directly next to unit, and with an elevation difference of 3h or less.*

Move	JP	Effect
Move +1	200	Move Up +1

BALTHIER

Sky Pirate



WEAPON TYPES:

Knives, Swords, Knight's Swords, Bows, Crossbows, Polearms, Guns

ARMOR TYPES:

All

JOB MASTERY:

6450 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
4	4	25	6450

HP	MP	SP	Phys ATK	Magick ATK
B+	C	S	A-	B

Job Overview



The Sky Pirate Balthier has almost everything you could ever want for a unit. His Speed rating is absolutely massive, giving him extremely high evasion and faster turns. He has a decent Physical Attack stat and he can equip a huge variety of powerful weapons which include Guns, Swords, Knight's Swords, and Polearms. He also has an inherent Safeguard ability that protects him from the item shattering skills of Knights. If that wasn't enough, his unique ability set (Piracy) is a combination of both the Thief and Engineer skill sets. One of the skills in the set, Barrage, is a completely original technique that causes Balthier to attack with his weapon four times in a row. Each of the four strikes within Barrage inflicts only 50% of the original damage of a normal attack. Overall, this amounts to two attacks worth of damage total. However, each of the four strikes carries the possibility of scoring a critical hit, periodically making the damage it deals absolutely shocking.

There are two good routes to take with Balthier depending on what type of unit you want to create. You can focus on his long range support capabilities, equipping a Gun, Concentration, and Arts of War to add even more options to his range game. Or, you can focus on his capabilities as a melee unit, equipping a Knight's Sword and adding abilities that improve his attack output. Balthier works well as either type of unit, making the Sky Pirate a very unique job.

EQUIPMENT ADVICE

Similar to Mustadio, Balthier should be equipped with speed enhancing items. It should be done to focus on building up his already enhanced speed stat. He can already take an unusually high amount of turns in battle, but you can enhance this with the right equipment. The Green Beret, Thief's Cap, Acacia Hat, Mirage Vest, and Brigand's Gloves are all examples of items that improve speed.



Recommended Skill Set

Jump, Reflexes, Vehemence, Move +3

This ability combo is centered on making Balthier a strong melee unit, assuming he is equipped with a Knight's Sword. Jump has been equipped to replace his gun as a ranged attack. He has plenty of speed at his disposal, so Jump's drop speed is lightning fast. Vehemence increases his attack power by 50%, making Barrage and Jump even stronger.

Piracy	JP	MP	SP	Range	Effect
Leg Shot	200	0	0	Weapon	Causes Immobilize.
Arm Shot	300	0	0	Weapon	Causes Disable.
Seal Evil	200	0	0	Weapon	Casts Stone on Undead enemies.
Barrage	1200	0	0	Weapon	Attacks 4 times in succession.
Plunder Gil	10	0	0	1(1)	Steal Gil from enemy.
Plunder Heart	150	0	0	3	Causes Charm.
Plunder Helm	350	0	0	1(1)	Steal a Helm from an enemy.
Plunder Armor	450	0	0	1(1)	Steal Armor from an enemy.
Plunder Shield	350	0	0	1(1)	Steal a Shield from an enemy.
Plunder Weapon	600	0	0	1(1)	Steal a Weapon from an enemy.
Plunder Accessory	500	0	0	1(1)	Steal an Accessory from an enemy.
Plunder Exp	250	0	0	1(1)	Steal Exp. from a unit.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

**Works only with monster directly next to unit, and with an elevation difference of 3h or less.*

Move	JP	Effect
Move +1	200	Move Up +1

REIS (HUMAN)

Dragonkin

WEAPON TYPES:
Bags

ARMOR TYPES:
Rings, Armlets, Hair Adornment, Minerva Bustier, Perfume, Lip Rouge

JOB MASTERY:
3350 JP

JOB STATISTICS

Move	Jump	C-EV	JP Master
3	3	7	3350

HP	MP	SP	Phys ATK	Magick ATK
S	A	S	A	A-

Job Overview



This dragon turned human is a very unusual character. Reis has the strongest set of statistics available for any character, but she can only equip Female only items such as: Bags, Hair Adornments, Perfumes and Lip Rouge; and besides those the usual Accessories: Ribbons, Rings, Armlets. She also has innate Dual Wield, Tame, Beast Tongue, and Beastmaster skills. In combination with the breath abilities she had as a dragon, she also has the Dragon's Might and Dragon's Gift abilities to use on Dragons and Hydras in battle. This makes her very effective in random battles littered with Dragons, in which case she can invite any of them to join your group, and increase their potential on the spot!

Though it's possible to make it work, the lack of a wide range of items to equip, in combination with a set of abilities with limited uses, makes her initial job fairly weak. It is recommended that you use the Dragonkin job's statistic growth to level up, then change to a more effective job later. Reis can excel at almost any job due to her innate statistics.

REIS (HUMAN)

ARMAMENT SUGGESTIONS

Though Reis comes back with Dual Wield inherently, she doesn't have the bare handed strength of a Monk to inflict worthwhile damage. Additionally, the only weapon type she can equip, the Bag, can't be Dual Wielded. To handle this problem, equip the Monk's Martial Arts support ability to put some power into her punch. As an alternate fix, attach the Knight's Equip Swords skill to open up the option of Dual Wield for blades:

CLOUD



Recommended Skill Set

Arithmeticks, Shirabadori, Equip Swords, Move +3

This set is designed to make the most out of the Dragonkin job. Arithmeticks is a healthy addition to Reis's abilities because of her above average MA rating. Since Dual Wield is already a present skill, Equip Swords gives her two weapons to swing (try equipping two Rune Swords to raise her MA value even further). Since Reis doesn't have much armor that she can equip, Shirabadori is an absolute necessity to keep her out of harms way.

Dragon	JP	MP	SP	Range	Effect
Ice Breath	0	0	0	2.4 lines	Ice elemental magick attack.
Fire Breath	0	0	0	2.4 lines	Fire elemental magick attack.
Thunder Breath	0	0	0	2.4 lines	Lightning elemental magick attack.
Dragon's Charm	300	0	0	2(2)	Causes Traitor on Dragons.
Dragon's Gift	300	0	0	2(2)	Restore HP and Status for Dragons.
Dragon's Might	400	0	0	2(2)	Dragon or Hydra units gain Brave +10, Speed +1, PA +1, and MA +1.
Dragon's Speed	400	0	0	2(2)	Boost Dragons' CT to 100.
Holy Breath	900	0	0	3(3)	Hits with Holy damage 1 to 10 times within effect area.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

**Works only with monster directly next to unit, and with an elevation difference of 3h or less.*

Move	JP	Effect
Move +1	200	Move Up +1

CLOUD

Soldier

WEAPON TYPES:

Swords

ARMOR TYPES:

Hats, Clothes, Hair Adornment

JOB MASTERY:

7150 JP

STATISTICS

Move	Jump	C-EV	JP Master	HP	MP	SP	Phys ATK	Magick ATK
3	3	20	7150	A+	B	B	A-	B

Overview



Cloud is an awkward character to use. When he is first obtained he starts at level 1 with no worthwhile equipment on him, so he has to be built up from scratch. His original ability set, Limits, are not initially available either. A weapon called the Materia Blade has to be obtained and equipped before these skills can be used. Limits essentially act as summon spells that ignore evade percentages, giving them a 100% hit rate. They cannot distinguish between friend or foe, and they generally have a massive casting time. Because of their poor speed, and because panels are targeted instead of the enemy, there is rarely enough time to finish casting a Limit before the enemy has a chance to move away. Furthermore, Cloud's statistics, though moderate, are not geared towards helping the effectiveness of his Limit abilities.

Despite these problems, Cloud can still become a valuable member of a party with three abilities in place: Swiftsness, Climhazzard, and Finishing Touch. Time Mage's Swiftsness ability improves the charging time for Limit skills just enough to make many of them useful. In regards to useful Limit skills, Climhazzard inflicts more damage depending how low your enemy's HP is. If an enemy is at 50% of their max HP, Climhazzard will inflict 50% damage, always. Finishing Touch inflicts one of these status ailments: KO, Stone, and Stop; which can effectively remove an enemy unit from the turn order. It has a high success rate and a decent casting speed, easily making it the best Limit ability available. It is essentially a 1-hit kill against any enemy that does not have immunity against those status effects.

MATERIA BLADE



18h

The Materia Blade is found on top of Mount Bervenia, an area that opens up at the start of Chapter 4. Find a class with good Jump and Move ratings (like a Ninja or Thief) and equip them with Treasure Hunter and a pair of Boots.

Once you are at Mount Bervenia, the Materia Blade is located on a panel with an extremely high elevation. There are not two items on the panel, so don't worry about getting a bad item. Move to the top to obtain your prize.

TIME MAGE



Lots of work and planning need to be done for Cloud to work effectively within his Soldier class. If you are looking to make his Limit skills as effective as they can be, your first priority is to build him up until you open up the Time Mage class. The Swiftsness ability helps to slightly shorten Limit casting time. You may also want Immobilize and Stop, which can be cast on to enemies to guarantee that they can't move away from the bigger Limit skills (like Cherry Blossom). Lastly, Haste should also be obtained to speed up Cloud's turn count.

Recommended Skill Set

Time Magicks, Shirahadori, Swiftsness, Move +3

This set focuses on making the most of Cloud's Soldier job. Time Magicks and Swiftsness give him options to land his Limit abilities in battle. Cast Haste early on to speed up the amount of turns Cloud gets, and use Immobilize and Stop to eliminate the enemy's ability to avoid his Limit attacks. Shirahadori has been chosen over other Reaction abilities because of Cloud's poor equipment options.

Limit	JP	MP	SP	Range	Effect
Brave Slash	150	0	34	1	Damages.
Cross Slash	200	0	25	2(0)	Damages.
Blade Beam	250	0	20	1	Damages equal to Cloud's wounds.
Climhazzard	500	0	15	1	Damages equal to target's wounds.
Meteorain	600	0	10	3(0)	Damages.
Finishing Touch	700	0	20	2(0)	Causes KO, Stone or Stop.
Omnislash	1200	0	07	3(0)	Damages.
Cherry Blossom	2500	0	05	3(0)	Damages.

Reaction	JP	Trigger	Range	Effect
Counter Tackle	180	Phys.	1(1)	Retaliate with a Dash Attack.

Support	JP	Effect
Equip Axes	170	Equip Axe regardless of Job.
Beastmaster	200	Nearby allied monsters gain abilities.*
Defend	50	Action Command used to lessen damage from attacks.
JP Boost	250	Gain 50% more JP in battles.

*Works only with monster directly next to unit, and with an elevation difference of 3h or less.

Move	JP	Effect
Move +1	200	Move Up +1

CHARACTERS & JOBS

WALKTHROUGH

ADVANCED TACTICS

RECIPIES

MINI-GUIDE

QUESTS

REMARKABLE

FUNCTIONS

THANKS

INDEX

REIS (DRAGON)

Holy Dragon

JOB STATISTICS

Move	Jump	C-EV
5	3	5

HP	MP	SP	Phys ATK	Magick ATK
S-	A	S	S	A-

Job Overview



This is the initial form of Reis, a dragon with violet scales. She can't equip any items, change jobs, or enter water in this form. She does have an innate Counter ability, and constant protection against the Holy element. Reis also has a massive HP pool and inflicts big damage with normal physical strikes. She even has access to three basic magick attacks that activate with no cost. Unfortunately, the dragon form of Reis doesn't stay in your party for very long. She changes into her human form after you clear Nelveska Temple.

REIS (DRAGON)

Dragon	JP	MP	SP	Range	Effect
Ice Breath	0	0	0	2(4 lines)	Ice elemental magick attack.
Fire Breath	0	0	0	2(4 lines)	Fire elemental magick attack.
Thunder Breath	0	0	0	2(4 lines)	Lightning elemental magick attack.

CONSTRUCT 8

CONSTRUCT 8

Automaton

BYBLOS

JOB STATISTICS

Move	Jump	C-EV
3	3	0

HP	MP	SP	Phys ATK	Magick ATK
A-	None	B+	S	None

Job Overview



Construct 8 is a robot with many strange properties. It cannot equip items or change its job, so it cannot learn any new abilities. However, it has several innate abilities that consist of Counter, Defense Boost, Atheist, Ignore Terrain, and Ignore Weather. Because it is a machine, Construct 8 can't enter water, nor is it affected by spells (it has no soul, thus it has no Faith rating). This has obvious advantages, namely leaving Construct 8 invulnerable to offensive magick, but it also makes it impossible to heal Construct 8 with spells.

Overall, Construct 8 is a powerful unit against spell casters. It is immune to spells of any sort, and it inflicts massive damage with basic attacks. Construct 8 is exceedingly effective when paired up with a Black Mage using Arithmeticks, in which case it can take any spells thrown at it if the Black Mage nukes the entire battle field.

WORK	JP	MP	SP	Range	Effect
Destroy	0	0	0	1(2)	Damages, uses HP
Compress	0	0	0	1(2)	Damages, uses HP Can cause KO.
Dispose	0	0	0	8	Damages, uses HP
Crush	0	0	0	1(2)	Damages, uses HP

BYBLOS

STATISTICS

Move	Jump	C-EV
5	3	5

HP	MP	SP	Phys ATK	Magick ATK
S-	A	S	S	A-

Job Overview



Similar to Construct 8, Byblos carries an innate Poach, Counter, and Ignore Height, but he can't enter water. He cannot equip items or gain new abilities. The abilities he does have inflict effects similar to Beowulf's Spellblade skills. Parasite, for instance, is his strongest ability, casting a random status ailment consisting of Poison, Blind, Confuse, Stone, Silence, Oil, Toad, or Sleep. Each ailment is treated as an independent event, with each having a 25% chance of infecting the target. It is very possible that several of these elements infect the same target at one time. In the case of

Difference, it deals damage equal to the target's current MP, making it useful against mages. He even has a basic heal spell, Energy, which heals the by twice the amount of Byblos' current HP. If Luso didn't exist, Byblos' innate Poach ability would make him perfect for return trips to the Midlight's Unfortunately, Byblos leaves a lot to be desired in comparison to Construct 8, who has more positives to overshadow the negative aspects of its character.

BYBLOS	JP	MP	SP	Range	Effect
Energy	0	0	0	4	Heals target by twice the amount of Byblos' current HP.
Parasite	0	0	0	4	Causes Poison, Blind, Confuse, Stone, Silence, Oil, Toad, or Sleep.
Vengeance	0	0	0	5(3)	Damage equal to Byblos' wounds.
Waraburn	0	0	0	5(3)	Damage equal to target's current MP.



CHARACTERS
& JOBS

BYBLOS

BYBLOS

BYBLOS

BYBLOS

BYBLOS

BYBLOS

BYBLOS

BYBLOS

BYBLOS

Story Walkthrough: Introduction

USING THIS WALKTHROUGH

INTRODUCTION

CHAPTER
ONE

CHAPTER
TWO

CHAPTER
THREE

CHAPTER
FOUR

POSTSCRIPT

Final Fantasy Tactics is one of the greatest video game stories ever told, and the goal of this walkthrough is to help you experience that story as quickly as possible. The advice here is designed to help you clear all of the required story battles. It does not address the optional events, recruiting bonus characters, or anything besides beating the main story. There are other sections in this guide that cover these advanced topics. If you like, you can consult these sections and add these gameplay elements to enhance your experience of this truly fantastic game.

The information in the walkthrough is organized into four chapters, to parallel the game. Each battle has its own entry, complete with data on enemies, allies, and other factors of each battle. This information also contains suggestions for possible characters, jobs, and equipment that you may want to use in clearing each of the battles. The walkthrough also includes data on what treasures, rare items, and stealing opportunities a particular battle might offer. You can use this information to determine your priorities on any given map.

At the beginning of each chapter is the Story Flowchart. It simply lists the chapter's required battles in sequence, along with the ideal times to attempt a Rendezvous co-op battle. While these battles are not required, they do serve as valuable benchmarks in your party's progression. If you lack the skills necessary to pass one when the walkthrough suggests attempting it, then you may be too weak for the story battles that lie ahead of you.

Part of *Final Fantasy Tactics*' lasting appeal is its flexibility, so bear in mind that what the walkthrough recommends isn't the only way to play the game. Feel free to try out different assortments of jobs and characters, if you think you will enjoy using them. Just make sure that your party has access to the key skills the battle requires in order to progress.

TREASURE HUNTING

Most maps in *Final Fantasy Tactics* contain an assortment of four treasures. To get them, a character with the Treasure Hunter ability must go and stand on those particular tiles. The lower the character's Bravery stat, the greater the chance of that character getting the tile's Rare Drop.

How important Treasure Hunting is to your game is really up to you. For the most part, this guide doesn't aggressively recommend hunting down every item in every level, since these items are not usually much better than what you can buy from a shop at that point in the game. It is important to note that if you do use Treasure Hunter, you stand a good chance of consistently having equipment that is a little bit stronger than what you are "supposed" to have in a given level.

OPTIMAL ZODIAC

There is a wide assortment of data listed for each battle, but one deceptively important piece of information is the optimal Zodiac compatibility for the fight. For most battles, characters of a certain Zodiac alignment will have an advantage in damage over characters that do not have this compatibility. You may want to rethink who you do and do not deploy for a given battle based on this information.

What this is really important, however, is stealing. A quirk of the *Final Fantasy Tactics* stat system is that the bulk of your stats come from what your character is equipping, rather than level growth. Anything that helps you acquire truly powerful equipment more quickly is a plus, and there are some really potent pieces of equipment that can only be acquired by stealing them. Also, note that nicking powerful equipment from a boss also makes him or her a little easier to defeat.

You will want a Thief in your party as soon as possible. And, the Thief duties for a given battle should be influenced by the unit's Zodiac alignment. While it is not quite worth grinding to unlock Thief early in the game, you do want to make sure you have a few of them available by the time you hit Chapter 2. By Chapter 4, they should be able to multiclass as Monks or Ninja, which are excellent support classes when it comes to stealing.

Likewise, you may want to avoid using weaker characters with a Zodiac sign that opposes the optimal zodiac alignment. This is generally a character that will take extra damage during the fight, and have a hard time making a dent in opposing forces. If you do use them, consider placing them into jobs that allows the use of equipment that boosts their defense stats as high as possible.

At the beginning of the game, you get to determine what Ramza's Zodiac alignment will be by entering his birth date. Some players like to give him a birth date that guarantees an optimal Zodiac alignment for certain key battles in the game (for instance, ♋ is very useful in Chapter 1). Others simply leave it to chance and enter their own birth date, or another date that is meaningful to them.

Whether or not you opt to try and give Ramza an optimal Zodiac sign is completely up to you. It is not a requirement for getting through, or excelling at, the game. To demonstrate this, the author of this walkthrough used her own birth date, 8/26, to give Ramza the ♏ alignment. This is not an optimized alignment for much of the game but, as you will see, it poses no long-term difficulties to Ramza's effectiveness in battle.

(Of course, if your birth date happens to give Ramza an optimal Zodiac alignment, don't hesitate to use it! Some people are just going to be luckier than others in this regard.)

RANDOM BATTLES

Every time you move from place to place in the *Final Fantasy Tactics*, one of the things that can happen is that you pass over a location marked with a green dot on the world map. There is a chance of encountering a random battle there. You need to encounter random battles frequently. When you are trying to level up a particular character, you may find yourself going out of your way to seek them out. They are good opportunities to steal equipment, get extra cash, and acquire JP.

It is important to remember with random battles is that the enemy level is adjusted to mirror the level of the strongest character in your party, whether that character goes into battle. If you want to level up a straggler, you need to do so while stronger characters are on the field to protect him or her. Be sure not to let the strong characters steamroll the enemies before the weaker you want to level up gets a chance to do anything. Overall, this mechanic means that as your party grows more powerful, random battles grow more dangerous. When you get into Chapters 3 and 4, you may encounter random battles that are much harder than the story battles. It is still worth your while to try and win them.

Each location has a special battle associated with it. This is a fixed selection of enemy units that are far more powerful than what you usually encounter there. You can only access these locations by approaching them from a certain direction.

These battles can easily wipe out your party if you are caught by them unawares, so it is a good idea to always be prepared. Don't move anywhere in *Final Fantasy Tactics* unless you are ready to win a vicious battle. If you are not, be prepared to restart your game a few times. A list of the special battles for each location is located at the end of this section. On the plus side, these battles can be excellent opportunities to steal some valuable equipment.

Usually, when you encounter a random battle in a location, it uses the map that was introduced during the story. Every battle fought in Mandalia Plains, therefore, uses the data presented in the Mandalia Plains battle in the walkthrough. This means you can go back and try to get Hidden Treasures that you missed. However, you can only get treasure from a given tile once per game.

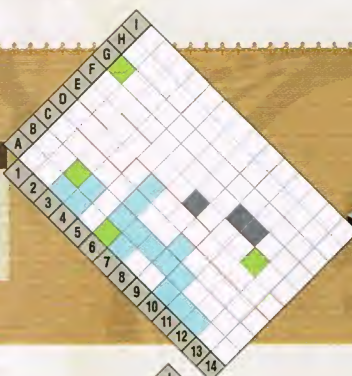
There are three exceptions to this rule. They occur when random battles in a given location use a different map than the story battle. The map data for these three battles are listed below. The upshot of this is the fact that you only have one chance to get treasure from the story battle map, so you should consider this when you decide whether or not to deploy a unit with the Treasure Hunter ability. Also, note that these maps have traps that occur in a fixed location, so you should learn to avoid stepping on these particular tiles.

RANDOM BATTLE DATA

FOVOHAM WINDFLATS

Hidden Treasures

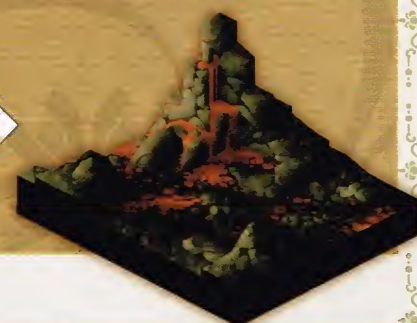
Grid	Normal Drop	Rare Drop	Trap
A6	Antidote	Mythril Sword	Hypnogas
B3	Eye Drops	Battle Axe	Death Trap
E12	Echo Herbs	Knightslayer	Degenerator
G1	Phoenix Down	Silver Bow	Sten Needle



MOUNT BERVERNIA

Hidden Treasures

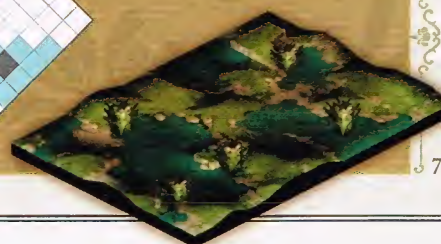
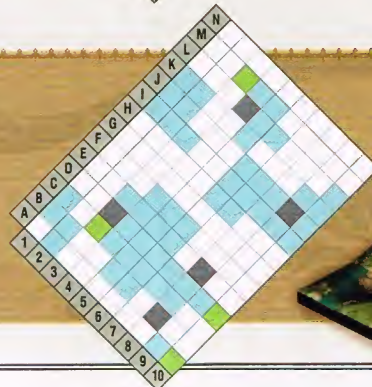
Grid	Normal Drop	Rare Drop	Trap
D2	X-Potion	Flameburst Bomb	Death Trap
E1	-	-	Degenerator
F11	X-Potion	Flameburst Bomb	Sten Needle
I3	Materia Blade	-	-



DORVAULDAR MARSH

Hidden Treasures

Grid	Normal Drop	Rare Drop	Trap
A10	Potion	Elixir	Sten Needle
C3	Potion	Elixir	Hypnogas
D10	Potion	Elixir	Death Trap
M3	Potion	Elixir	Degenerator



Special Encounters

Map Name	Route	Units
Mandalia Plains	Brigands' Den	Red Dragon Blue Dragon x 3 Dragon x 4
Fovoham Windflats	Ziekden Fortress	Knight x 2 Black Mage Time Mage x 2
Siedge Weald	The Merchant City of Dorter	Archer x 2 Time Mage Summoner Geomancer
Mount Bervenia	Riovanes Castle	Revenant Goblin Black Goblin Chocobo Behemoth King
Zeklaus Desert	The Merchant City of Dorter	Minotaur Knight
Lenalian Plateau	The Magick City of Gariland	Arithmetician x 5
Tchigolith Fenlands	The Clockwork City of Goug	Knight x 2 Archer x 2 Monk
The Yuguewood	The Walled City of Yardrow	Samurai x 7
Araguay Woods	The Merchant City of Dorter	Ninja x 7
Grogh Heights	The Royal City of Lesalia	Monk x 11
Beddha Sandwaste	The Free City of Bervenia	Summoner x 2 Archer x 2 Geomancer
Zeirchele Falls	Fort Besselat	Mystic Time Mage x 2
Dorvauldar Marsh	Fort Besselat	Squire x 3 Minotaur Red Chocobo
Balias Tor	The Castled City of Zaland	Chocobo Dragon Blue Dragon Red Dragon Dark Behemoth Hydra Greater Hydra Behemoth King
Dugeura Pass	Grogh Heights	Archer Monk Time Mage x 2
Balias Swale	Golgollada Gallows	Chocobo Black Chocobo Tiamat Malboro
Finnath Creek	Zeltennia Castle	Piscodaemon Behemoth x 5 Wisengin x 3
Lake Poescas	Mount Germinas	White Mage Black Mage x 2 Time Mage Summoner
Mount Germinas	The Trade City of Sal Ghidos	Chemist x 3 Mediator x 2



CHAPTER one

The Meager

INDEX

CHARACTERS

WALKTHROUGH

ADVANCED
STRATEGIES

SECRET LEVELS

ITEM DATA
BOOKS

ITEMS

POSSIBLE
ENDS

POSSIBLE
ENDS

ENDS

ENDS

ORBONNE MONASTERY

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Chemist	M	6	Random	Random	Random
B	Random	Knight	M	9	Random	Random	Random
C	Random	Archer	M	6	Random	Random	Random
D	Random	Archer	M	7	Random	Random	Random
E	Random	Archer	M	7	Random	Random	Random

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Agrias	Holy Knight	F	10	♊	71	63
B	Gaffgarion	Fell Knight	M	10	♊	61	67
C	Ladd	Squire	M	8	♊	63	60
D	Lavian	Knight	F	8	♊	62	61
E	Alicia	Knight	F	8	♊	61	62

SUGGESTED DEPLOYMENT:

Ramza deploys automatically at tile G6 as a level 9 Squire with the appropriate Mettle abilities, a Mythril Sword, Mythril Helm, Chainmail, and Battle Boots.

TACTICS:

This battle is essentially a tutorial level that helps you get used to moving Ramza around and attacking with him. You can't keep any JP or EXP gained here, and the enemies pose no threat to you.



You'll see these guys again, but not until Chapter 2.



Remember how powerful a Holy Knight can be.

THE MAGICK CITY OF GARILAND

DEPLOYMENT SLOTS:

5

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

2000 Gil
Mythril Knife
Phoenix Down
Potion



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Squire	M	1	Random	Random	Random
2	Random	Squire	M	1	Random	Random	Random
3	Random	Squire	M	1	Random	Random	Random
4	Random	Squire	F	1	Random	Random	Random
5	Random	Chemist	M	1	Random	Random	Random

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Delita	Squire	M	1	♈	71	55

SUGGESTED DEPLOYMENT:

Although you can deploy five units, Ramza cannot be removed leaving you with four open spots (this is the case with all story encounters). Send in a few Squires of each gender and a Chemist. Your Chemist should be someone that you are planning on turning into a Black Mage, and your Squires should all be candidates for Thieves or Knights.

TACTICS:

While Delita can almost clear this map single-handedly, it should be obvious from the start that he is not going to join your party permanently. If at all possible, don't let him get kills, since this just takes EXP away from your own characters. Don't waste potions on him either. You don't lose anything if Delita falls in combat.



That's a level one of your troops could have gained.



If an enemy falls and leaves a chest behind, be sure to pick it up.

MANDALIA PLAIN

DEPLOYMENT SLOTS:

4

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.
Argath is defeated.

BATTLE TROPHIES:

Potion x2



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Squire	M	1	Random	Random	Random
B	Random	Squire	M	1	Random	Random	Random
C	Random	Squire	M	1	Random	Random	Random
D	Random	Squire	M	1	Random	Random	Random
E	Random	Thief	M	2	Random	Random	Random
F	Random	Red Panther	N	1	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A13	Potion	Dagger
E1	Antidote	Rod
E9	Hi-Potion	Broadsword
I7	Eye Drops	Oak Staff

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Delita	Squire	M	1+	♈	71	55
B	Argath	Squire	M	2	♊	73	59

SUGGESTED DEPLOYMENT:

You have two choices for this encounter. The first is to simply defeat the Brigade. The second is to beat the enemy while keeping Argath alive. This shouldn't be too hard, since Argath has the Items ability and can use Potions on himself. Just send your Squires and Chemist in to pick off the enemies.

TACTICS:

You want to deprive Argath of EXP and JP whenever you can. He can use Items, and his AI chooses to heal before attacking enemies. A good way to keep Argath too busy to upstage your own party is to just let him take over the healing duties for the fight. While Delita is still controlled by the AI, you can change his job and equipment between encounters. Take all of his equipment and make him an Archer if you want drastically to cut back his ability to acquire EXP and JP. Note that Delita's starting level in this fight is whatever it was at the end of the last one.



Argath's happy to spend a fight just handing out Potions.



This is a Delita that isn't much of a threat to anything.

THE SIEGE WEALD

DEPLOYMENT SLOTS:

4

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMIES:

HIDDEN TREASURES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Goblin	N	Variable	Random	Random	Random
2	Random	Goblin	N	Variable	Random	Random	Random
3	Random	Black	N	Variable	Random	Random	Random
4	Random	Goblin	N	Variable	Random	Random	Random
5	Random	Bomb	N	Random	Random	Random	Random
6	Random	Bomb	N	Variable	Random	Random	Random
7	Random	Red Panther	N	Variable	Random	Random	Random

Grid	Normal Drop	Rare Drop
A11	Echo Herbs	Bowgun
B3	Phoenix Down	Escutcheon
F1	Potion	Leather Helm
G8	Hi-Potion	Leather Cap

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Delita	Squire	M	1+	♈	71	55
2	Argath	Squire	M	2+	♊	73	59



This is an ideal level for fighting these monsters.



Hopefully, the enemies are going to beat on him instead of Ramza.

SUGGESTED DEPLOYMENT:

A couple of Knights, an Archer, and a Chemist can really clean up in this battle. Black Magick spells can also be very powerful if you have already unlocked the Black Mage class. Before the battle, you may want to make sure that your Knights have Long Swords and Escutcheons. Your Archer should have a Bowgun and, if you have the money to spare, an Escutcheon can offer some extra protection.

TACTICS:

Although this battle is a required part of the story, it uses the rules for random encounters. The monsters' levels will be equivalent to your strongest party member. If you have been too dependant on any one character, you may regret it in this battle.

All of the monsters are dangerous, but try to pick off the Bombs as quickly as you can. They do the heaviest damage and are immune to Fire magick (but they are very vulnerable to Thunder, don't bother with Ice). If you let them linger at low HP, they may Self-Destruct and do tremendous damage to every unit nearby. The sooner they are removed from the field, the better.

Take all of Argath's equipment before the battle, and take away his Item ability. If you can, make him an Archer to keep him from racking up kills. Ideally, he and Delita will just distract the enemy while your units go about the business of winning the actual fight.

DORTER SLUMS

DEPLOYMENT SLOTS:

4

VICTORY:

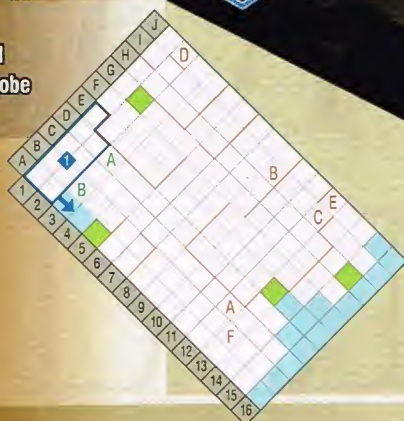
Defeat all enemies.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

500 Gil
Iron Sword
Hempen Robe
Ether



ENEMIES:

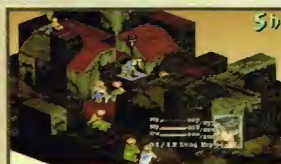
#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	M	4	Random	Random	Random
B	Random	Archer	M	3	Random	Random	Random
C	Random	Archer	M	3	Random	Random	Random
D	Random	Archer	M	3	Random	Random	Random
E	Random	Black Mage	M	2	Random	Random	Random
F	Random	Black Mage	M	3	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A5	Antidote	Leather Armor
E13	Phoenix Down	Clothing
G2	Echo Herbs	Mythril Knife
H15	Phoenix Down	Longsword

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Delita	Squire+	M	1+	♈	71	55
B	Argath	Squire+	M	2+	♊	73	59



If you lose your Chemist in this battle, you might as well start over.



If you use a Phoenix Down on a defeated unit, you aren't in danger of losing them permanently.

SUGGESTED DEPLOYMENT:

Ramza's high Faith makes him very vulnerable to the enemy Black Mages. You may want to make him a Knight (to soak damage) with the Black Magicks ability (to also dish it out). Beyond that, a character with low Faith should be your Chemist, and make sure he or she learns how to use the Phoenix Down item.

Build up the rest of the characters that you are deploying as Knights. Give them the Item ability and teach them how to use Phoenix Down items if you can. Make sure all of your Knights deploy with the best equipment possible, even if it means heading back to Eagrose Castle to get it.

TACTICS:

The Archer at J2 may seem very threatening. With this unit's height advantage, his firing range covers most of the map. The real units to fear here are the two Black Mages. Have your two toughest Knights edge toward them while you send Ramza up after the Archer.

The Archer will spend most of his time firing at Delita and Argath, so Ramza should have little trouble defeating him. If your Knights can put an end to the Black Mages quickly enough, the rest of the battle is just a matter of picking off the other Archers and bringing down the Knight's HP. If someone is defeated, immediately use Phoenix Down to revive them. The enemy Knight has the Items ability and can use Potions on himself. He can easily outlast the three turns it takes for one of your defeated characters to die permanently, and at this point in the game you have invested too much in them for loss to be an option.

You may need to repeat this battle a few times before enemies with Zodiac alignments that you can exploit spawn. You need to be able to defeat the Black Mages with one attack each. Many players choose to give up at this point in *Final Fantasy Tactics*, but you shouldn't. As long as you can defeat the Black Mages with a single blow each, you can clear this level.

SAND RAT'S SIETCH

DEPLOYMENT SLOTS:

2 teams of 2 units

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

500 Gil
Hi-Potion
Blind Knife



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Knight	M	3	Random	Random	Random
2	Random	Knight	M	4	Random	Random	Random
3	Random	Knight	M	5	Random	Random	Random
4	Random	Archer	M	3	Random	Random	Random
5	Random	Monk	M	3	Random	Random	Random
6	Random	Monk	M	4	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
F6	Potion	Bronze Helm
G8	Hi-Potion	Plumed Hat
K1	Eye Drops	Leather Clothing
K10	Antidote	Linen Curirass

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Delita	Squire+	M	1+	♈	71	55
2	Argath	Squire+	M	2+	♊	73	59



Black Magicks let you easily kill two or three enemies at a time.



This battle is excellent for leveling up Archers.

SUGGESTED DEPLOYMENT:

This is a job for long-range attackers. Send two Black Mages in with Delita and two Archers in with Argath. You may want to turn Argath and Delita into Knights for this battle and equip them with any appropriate armor you have lying around, so they are a bit more durable.

TACTICS:

The enemies are effectively boxed in by the walls of the house around them, with the only openings for them to escape at I5 and E9. Argath and Delita really like to stand on these tiles and block the way, so long-range attackers can heap damage on the enemy freely from behind them.

If Argath and Delita prove unreliable when it comes to blocking in the enemy, try tackling this battle with two Knights and two Black Mages. Have your Knights box in the enemy by standing on the escape tiles; then you can use your Black Mages to cast spells on the enemy from a safe distance.

BRIGANDS' DEN

DEPLOYMENT SLOTS:

4

VICTORY:

Defeat Milleuda.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

700 Gil
Iron Sword
Bronze Shield



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Milleuda	Knight	F	7	♊	68	58
B	Random	Thief	M	4	Random	Random	Random
C	Random	Thief	M	5	Random	Random	Random
D	Random	Thief	M	6	Random	Random	Random
E	Random	White Mage	F	6	Random	Random	Random
F	Random	White Mage	F	5	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B2	Antidote	Flame Rod
C2	Eye Drops	Ice Rod
F3	Echo Herbs	White Staff
J12	Phoenix Down	Longbow

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Delita	Squire+	M	1+	♊	71	55
B	Argath	Squire+	M	2+	♊	73	59



Milleuda's a persistent foe, so don't think you've seen the last of her here.



One of many times when you should've listened to Delita.

OPTIMAL ZODIAC:

Male ♊ has the best chance of stealing Milleuda's equipment (her Chainmail and Power Gauntlet are particularly worth taking). Try not to deploy female ♋.

SUGGESTED DEPLOYMENT:

If you've unlocked the Thief class, it's time to consider looting the enemies on this map. Send in some Knights with Rend Speed and Rend Weapon, or Time Mages if you want to make things even easier. The Steal Heart ability is also good to use if you have managed to acquire it before this level.

If you are not interested in looting Milleuda, just send someone in with Black Magicks. A strong enough spell caster can easily take out Milleuda and most of her escort with one or two spells. A company of Knights can be used with this tactic to shield the spell caster from harm. Archers can also be effective from range in this battle, if you're still trying to unlock the Thief job.

TACTICS:

While the Thieves are just annoyances, you need to get rid of the White Mages entirely before you try and fight Milleuda. Not only are they powerful healers, but they can also use Black Magicks. Fortunately, both the Black Mages and Milleuda are very vulnerable to Black Magicks, and the map terrain forces them to clump together.

LENALIAN PLATEAU

DEPLOYMENT SLOTS:

5

VICTORY:

Milleuda is defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

1000 Gil
Silken Robe
Battle Boots



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Knight	F	5	Random	Random	Random
2	Random	Knight	F	6	Random	Random	Random
3	Milleuda	Knight	F	8	♊	68	58
4	Random	Black Mage	M	5	Random	Random	Random
5	Random	Black Mage	M	6	Random	Random	Random
6	Random	Time Mage	F	5	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
C3	Potion	Buckler
E7	Hi-Potion	Iron Helm
F1	Antidote	Red Hood
K5	Eye Drops	Bronze Armor

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Delita	Squire+	M	1+	♊	71	55

OPTIMAL ZODIAC:

Male ♊ has the best chance of stealing Milleuda's equipment (her Chainmail, Barbut, and Mythril Sword are particularly worth taking). Try not to deploy female ♊.

SUGGESTED DEPLOYMENT:

You may want to add a Thief to take Milleuda's equipment and a Black Mage to handle her magick-using escort. Beyond that, Knights and Archers can be employed as good short range and long range units.

TACTICS:

Get rid of Milleuda's Time Mage first, since she's prone to casting Haste on the Black Mages nearby. Then, try to wipe out the Black Mages quickly. Once this happens, you can safely ignore the other Knights and focus on Milleuda. Black Magicks deal very heavy damage to her, as can a Knight that is a good or better zodiac match.



A Hasted Time Mage can make this battle very dangerous.



Even if Milleuda's Knights are at full health, the battle ends when she's defeated.

FOVOHAM WINDFLATS

DEPLOYMENT SLOTS:

4

VICTORY:

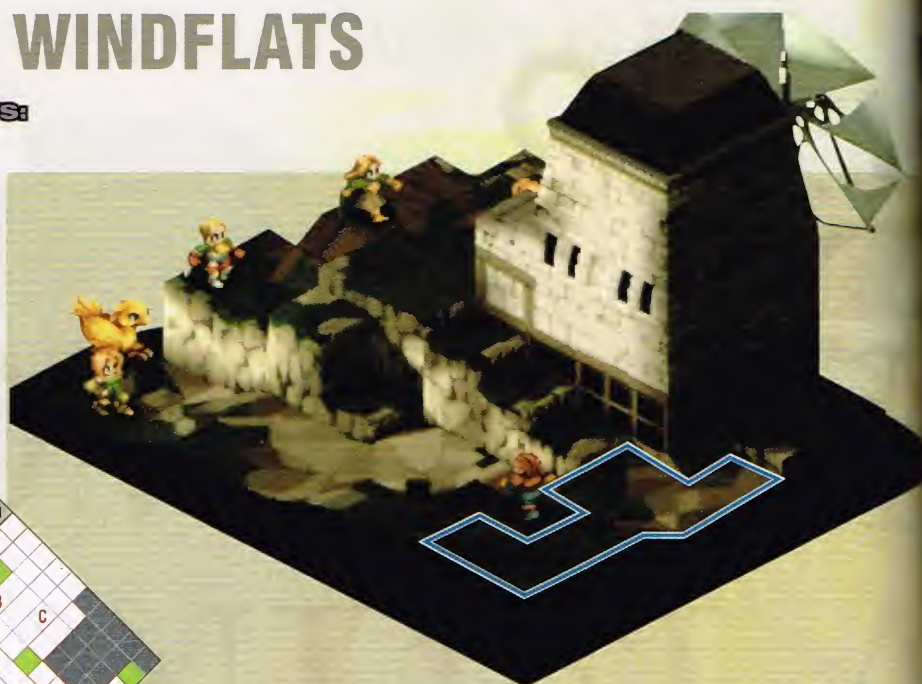
Reduce Wiegraf's HP to 25% or less.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Hi-Potion



CHAPTER
one

CHAPTER
two

CHAPTER
three

CHAPTER
four

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Wiegraf	White Knight	M	10	♊	71	64
B	Random	Knight	F	6	Random	Random	Random
C	Random	Monk	F	6	Random	Random	Random
D	Random	Monk	f	7	Random	Random	Random
E	Boco	Chocobo	N	7	♈	66	48

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A1	Echo Herbs	Leather Plate
D6	Phoenix Down	Hempen Robe
F2	Potion	Shoulder Cape
G10	Hi-Potion	Mage Masher

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Delita	Squire+	M	1+	♈	71	55

OPTIMAL ZODIAC:

Female ♀ has an advantage in this fight, and the best chance of stealing Wiegraf's equipment (and everything except his Shoulder Cape is worth taking). Try not to deploy a male ♂.

SUGGESTED DEPLOYMENT:

Head back to Eagrae Castle before this battle, there are some excellent new weapons and armor for sale there. Stock up on Mythril Swords and Chainmail to make your Knights tough enough to face Wiegraf.

You will need skills that let you Steal or Rend Wiegraf's potent equipment in this fight. Time Magicks can Slow or Immobilize Wiegraf, too. If you're interested in completely looting Wiegraf, you may want to use Knights with Rend Speed and a female Thief with Steal Heart, but it may not be worth the effort.

Black Magicks can be useful, but they must be used carefully—due to the constrained map size. Archers are a bit easier to use. Give everyone the Items ability and make sure the high-HP characters know how to use Hi-Potions.

TACTICS:

Wiegraf has the Holy Knight's Judgment Blade ability. If you remember the beginning of the game, then you know just how powerful it can be. Any troops that rush toward Wiegraf may be wiped out. You need to use more careful strategies to win here.

First, get rid of the Monks that accompany him and wait for Wiegraf to descend from the cliff that he begins the battle on. When he does, immediately try to Steal or Rend his sword, which removes his ability to use Judgment Blade. Once you've done this, the fight becomes easy to manage very quickly.



Immobilizing Wiegraf is your only hope of victory in this situation.

RENDEZVOUS: CHOCOBO DEFENSE

DEPLOYMENT SLOTS:

2 teams of 3 units

VICTORY:

All enemies defeated.

DEFEAT:

Ally units are defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Squire	M	Variable	Random	Random	Random
2	Random	Squire	M	Variable	Random	Random	Random
3	Random	Squire	M	Variable	Random	Random	Random
4	Random	Squire	M	Variable	Random	Random	Random
5	Random	Chemist	M	Variable	Random	Random	Random
6	Random	Chemist	M	Variable	Random	Random	Random
7	Random	Chemist	M	Variable	Random	Random	Random
8	Random	Thief	M	Variable	Random	Random	Random

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Chocobo	N	Variable	Random	Random	Random
B	Random	Chocobo	N	Variable	Random	Random	Random

SUGGESTED DEPLOYMENT:

Do not deploy any female characters, since the Thief uses Steal Heart. You should concentrate on characters that can do great amounts of damage quickly. Squires, Thieves, and Monks are especially good here, and Knights and Black Mages should also perform well. Be sure to buff up your Black Mages with White Magicks, so you can heal the Chocobos quickly.

TACTICS:

This battle uses random encounter rules, so make sure the 1P and 2P parties are around the same level. The enemies are all going to be at the same level as the single strongest player unit. Any major level disparity may result in one of the two players involved not pulling his or her weight.

Generally, P1 should be able to protect the Chocobo at B6 and P2 needs to watch the Chocobo at H7. Clear out enemies as they approach, and help the other player once your Chocobo is relatively safe. Keep a careful eye on the Chemists, who may use Time or White Magicks.

Heal the Chocobos every turn, if necessary, to keep their HP near or at full; it takes only two or three attacks to kill them. Their AI likes to heal with Choco Cure, and if one bird gets wounded the other may move in to heal it. In this situation, both players can just ring their units around the Chocobos and start hammering away at approaching enemies with impunity.



Get the Chocobos together, and defending them becomes very easy.



Be patient while your partner makes his decisions.

ENEMIES

CHARACTERS & JOBS

WALKTHROUGH

DETAILED STRATEGIES

STRATEGY GUIDE

CHARACTERS & JOBS

WALKTHROUGH

DETAILED STRATEGIES

STRATEGY GUIDE

CHARACTERS & JOBS

WALKTHROUGH

ZIEKDËN FORTRESS

DEPLOYMENT SLOTS:

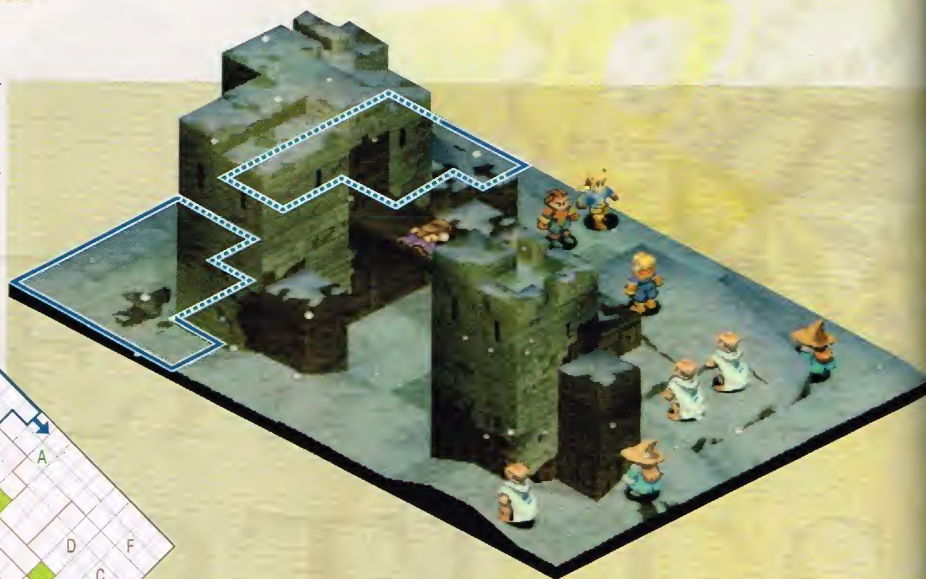
2 teams of 2 units

VICTORY:

Argath is defeated.

DEFEAT:

Ramza is killed.



CHAPTER
one

CHAPTER
two

ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	M	7-10	Random	Random	Random
B	Random	Knight	M	7-10	Random	Random	Random
C	Random	Knight	M	7-10	Random	Random	Random
D	Argath	Knight	M	10	♊	32	67
E	Random	Black Mage	F	7-10	Random	Random	Random
F	Random	Black Mage	F	7-10	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
C3	Hi-Potion	Chainmail
D10	Potion	Bronze Shield
E6	Antidote	Ringmail
I1	Eye Drops	Silken Robe

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Delita	Squire+	M	1+	♊	71	55

OPTIMAL ZODIAC:

Female ♊ has the best chance of stealing Argath's equipment (and everything he has is really worth taking). Try not to deploy

SUGGESTED DEPLOYMENT:

Black Magicks are the key ability for this battle, since it is the only way to kill Argath quickly. With his low Brave, Knightslayer crossbow, and potent equipment, engaging him at melee range may not be the best option, unless he's Immobilized.

With that said, Knights can be used to deal with the threat, and you probably want a Thief on the field. Monks can also be very useful, since they obtain turns quickly and can tear through the enemy Knights' HP. Try to stay away from Archers and Squires. These units may not hit hard enough to really contribute in this fight.

TACTICS:

Argath's Knightslayer crossbow may make getting a unit close to him a difficult proposition. If you are willing to forego stealing his equipment, you can get him in range of spells and try to take him out with a couple of big blasts.

If you want to steal his equipment, you need to defeat his companion Black Mages and Knights, and try to use Time Magicks to Slow or Immobilize Argath. Rend Speed and Rend Weapon are also useful abilities in this situation, since it is really the rest of Argath's equipment that you want to take.



Black Magicks deal heavy damage to Argath, enough to make his Auto-Potion ability less of a problem.



An Archer with Arts of War can easily use Rend Weapon on Argath from a distance.

CHAPTER two

The Manipulative & The Subservient

WALKTHROUGH

CHAPTER TWO
STORY LINE

CHAPTER TWO
STORY LINE

CHAPTER TWO
STORY LINE

CHAPTER TWO
STORY LINE

CHAPTER TWO
STORY LINE

CHAPTER TWO
STORY LINE

CHAPTER TWO
STORY LINE

CHAPTER TWO
STORY LINE

THE MERCHANT CITY OF DORTER

DEPLOYMENT SLOTS:

4

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

1000 Gil
Flame Rod
Mage Masher
Phoenix Down



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Archer	F	9	Random	Random	Random
B	Random	Archer	F	10	Random	Random	Random
C	Random	Black Mage	M	9	Random	Random	Random
D	Random	Black Mage	M	10	Random	Random	Random
E	Random	Thief	M	9	Random	Random	Random
F	Random	Thief	M	11	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A10	Potion	Ice Bow
C5	Hi-Potion	Shuriken
I1	Echo Herbs	Barbut
I7	Ether	Round Shield

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Agrias	Holy Knight+	F	10+	♊	71	63
B	Gaffgarion	Fell Knight+	M	10+	♊	61	67



Agrias's Holy Sword skills let her strike from a distance.



Although Ramza is a Knight now, Black Magicks can really come in handy.

SUGGESTED DEPLOYMENT:

You may want to have Ramza spend Chapter 2 as a Knight, preferably with optimized equipment at all times. If you want to take advantage of his Faith, you should give him some form of Magick as a secondary ability. The rest of your party should be male characters in speedy jobs like Monk, Squire, and Thief. It also helps to deploy a (low-Faith) Chemist here and in future battles, since your attackers are learning plenty of secondary abilities that are more useful than Items.

TACTICS:

This battle is really a straightforward push toward the enemies at the top of the hill. High-speed characters can gain initiative over the Archers and Thieves in an effort to break through and attack the dangerous Black Mages. Or, you can use your high-defense characters to push through to the Black Mages. Either way, defeating the Black Mages should be a top priority. The second objective should be to stop the Thieves as quickly as you can, since they can use Steal Heart on Agrias.

You should try to stop Gaffgarion from earning JP or EXP if at all possible, so take all of his equipment and make him a Chemist with no other abilities equipped. Agrias, on the other hand, should be optimized as if she was one of your ordinary characters. Give Gaffgarion's best equipment to Ramza, and the rest to Agrias. Let her use her potent Holy Knight class to great effect. You'll find that she is an extremely valuable addition to your ranks.

ARAGUAY WOODS

DEPLOYMENT SLOTS:

4

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.

Optional: Boco is defeated (see below).

BATTLE TROPHIES:

Hi-Potion



ENEMIES:

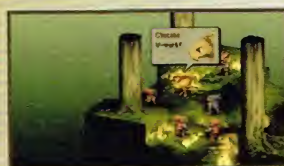
#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Goblin	N	8	Random	Random	Random
2	Random	Goblin	N	8	Random	Random	Random
3	Random	Goblin	N	9	Random	Random	Random
4	Random	Goblin	N	9	Random	Random	Random
5	Random	Goblin	N	10	Random	Random	Random
6	Random	Black Goblin	N	13	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
D5	Gold Needle	Headgear
E8	Phoenix Down	Mythril Armor
I5	Potion	Mythril Vest
L1	Hi-Potion	Spiked Boots

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Agrias	Holy Knight+	F	10+	♊	71+	63+
2	Gallgarion	Fell Knight+	M	10+	♊	61+	67+
3	Boco		N	10	♈	68	48



The Goblins quickly overwhelm Boco if you don't work hard to defend him.



You may not use Boco much after he joins your party, but he can lay eggs that hatch into powerful Black and Red Chocobos.

SUGGESTED DEPLOYMENT:

You can really send just about any class in to fight the Goblins and expect them to put up a good fight. Knights and Black Mages are really good job choices for a balanced fighting force on this map. If you end up in a situation where you have to keep Boco alive, you may want a White Mage on the field.

TACTICS:

You can really approach this battle the same way that you might approach a random encounter with Goblins. The best tactic may be to focus on trying to pick off the Black Goblin first. It is also important to note that the dialogue choices in this battle don't just affect your Bravery levels. If you select the "Perhaps we could use him?" answer, you will lose the battle if Boco dies. Generally, the fight is easier if you select the other answer, "We should be on our way through the wood." This option just lowers your Bravery a little. Note that Boco joins your group after the battle, regardless of your answer.

BASIC

CHARACTER
SLOTS

WALKTHROUGH

ADVANCED
STRATEGIES

SPECIAL EVENTS

HIDDEN
ITEMS

MAPS

RENTING
ITEMS

RENTING
ITEMS

RENTING
ITEMS

RENTING
ITEMS

RENDEZVOUS: CHICKEN RACE

DEPLOYMENT SLOTS:

2 teams of 3 units each

VICTORY:

Defeat all enemies.

DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight (Undead)	M	Variable	Random	Random	Random
B	Random	Knight (Undead)	M	Variable	Random	Random	Random
C	Random	Knight (Undead)	M	Variable	Random	Random	Random
D	Random	Archer (Undead)	M	Variable	Random	Random	Random
E	Random	Archer (Undead)	M	Variable	Random	Random	Random
F	Random	Black Mage (Undead)	M	Variable	Random	Random	Random
G	Random	Time Mage (Undead)	F	Variable	Random	Random	Random
H	Random	Revenant (Undead)	N	Variable	Random	Random	Random
I	Random	Revenant (Undead)	N	Variable	Random	Random	Random
J	Random	Revenant (Undead)	N	Variable	Random	Random	Random

SUGGESTED DEPLOYMENT:

For this mission you may only want to deploy Chemists who can throw Phoenix Downs. Each side needs about six Phoenix Downs. You can also use White Mages for this purpose, but they should know the Revive spell.

TACTICS:

This battle can be really fun. If you've played prior *Final Fantasy* games, you may remember the rule for undead enemies: they take damage from spells and items that heal the living, and resurrecting spells and items can instantly destroy them. Just have your Chemists throw Phoenix Downs at the enemy for an easy (and hilarious) victory.



A Hasted zombie can pose a serious threat to a party of Chemists.



Phoenix Down is instant death for Undead.

ZEIRCHELE FALLS

DEPLOYMENT SLOTS:

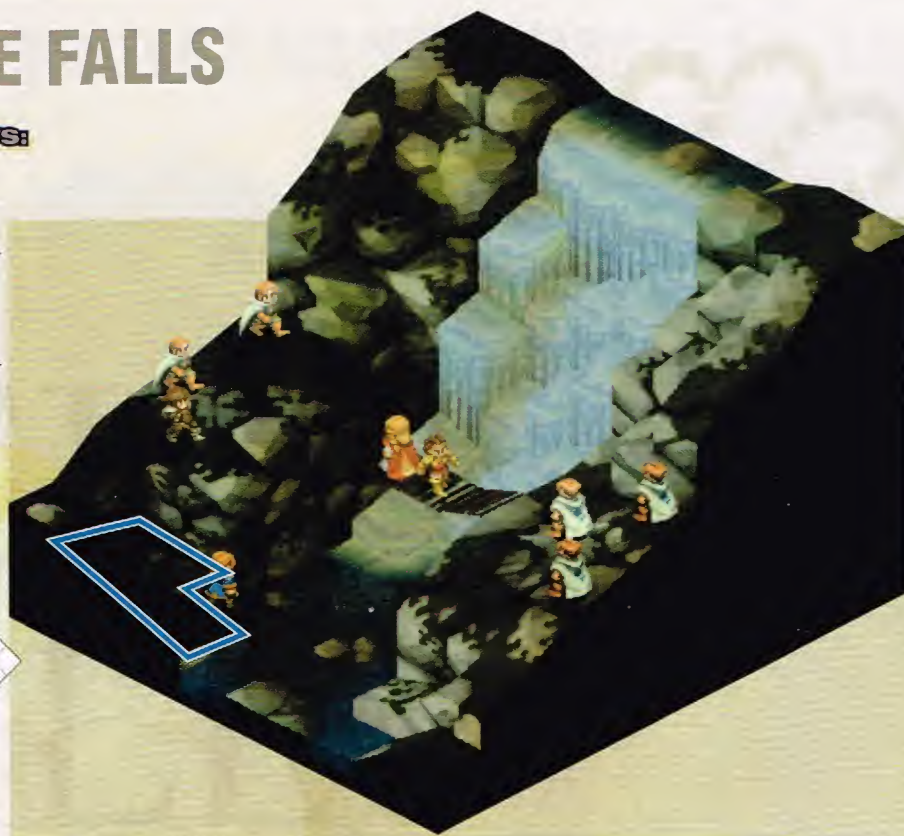
4

VICTORY:

Defeat all enemies.

DEFEAT:

Ovelia is defeated.
Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Gaffgarion	Variable	M	10+	♊	61+	67+
2	Random	Knight	M	8	Random	Random	Random
3	Random	Knight	M	8	Random	Random	Random
4	Random	Knight	M	9	Random	Random	Random
5	Random	Knight	M	10	Random	Random	Random
6	Random	Knight	M	11	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B4	Ether	Leather Cloak
F3	Echo Herbs	Platinum Dagger
H5	Gold Needle	Coral Sword
I5	Phoenix Down	Poison Rod

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Agrias	Holy Knight+	F	10+	♊	71+	63+
2	Delita	Holy Knight	M	11	♈	75	50
3	Ovelia	Princess	F	5	♊	53	72



Ovelia is a surprisingly potent support caster.



Delita is just as potent a Holy Knight as Agrias.

SUGGESTED DEPLOYMENT:

If you have used the previously stated strategies for suiting Gaffgarion (to keep him from being a threat) you will only have to deal with the Knights on this map. They are not particularly high-level or well-armed, so you may only need a good Chemist and a troupe of characters that have been designed to deal heaps of damage quickly. Time Mages can be valuable here, but hold off on Black Magicks. In a constrained map like this, the chances of accidentally hitting a friendly NPC may be too great.

TACTICS:

When Gaffgarion becomes part of the opposition at the beginning of the battle, his job, level, and equipment are whatever he possessed before you sent him into the battle. If you removed all of his equipment and changed his occupation to a weaker job, you should be able to quell his mutiny without much trouble.

That just leaves the Knights and protecting Ovelia. Delita can do lots of damage, and if you've kept Agrias as a well-armed Holy Knight she'll be able to do the same. Your units just need to be strong enough to pick off the Knights (or cripple them) before they can do too much damage.

THE CASTLED CITY OF ZALAND

DEPLOYMENT SLOTS:

4

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.
Mustadio is defeated.

BATTLE TROPHIES:

2000 Gil
Mythril Sword
Hi-Potion



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	M	11	Random	Random	Random
B	Random	Knight	M	13	Random	Random	Random
C	Random	Archer	F	11	Random	Random	Random
D	Random	Archer	F	12	Random	Random	Random
E	Random	Black Mage	M	11	Random	Random	Random
F	Random	Black Mage	M	12	Random	Random	Random

HIDDEN TREASURES:

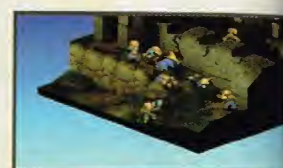
Grid	Normal Drop	Rare Drop
A4	Hi-Potion	Cypress Pole
A11	Potion	Serpent Staff
E1	Ether	Mythril Shield
H7	Echo Herbs	Mythril Helm

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Mustadio	Machinist	M	10	♈	60	62
B	Agrias	Holy Knight+	F	10+	♊	71+	63+



Both answers raise your Bravery, but the former more than the latter.



Rush in foolishly and the powerful Archers here can wipe out your entire party.

SUGGESTED DEPLOYMENT:

There are a lot of character job builds that can excel in this battle, but Black Mages and Monks can really clean up the fight. Black Mages should be able to deal with the enemy Black Mages quickly, and the Monks should acquire turns quickly with their high speed. Send Ramza in with Time Magicks to help give your party an edge.

TACTICS:

Since it should be your goal to keep Mustadio alive, you may want to remove the long-range enemies from the map as quickly as possible. This means that the Black Mages should be your first target, then the Archers. It can take the Knights some time to chip through your defenses, if your Monks do not have strong abilities like Shockwave yet, but you should have no problem removing them from the battle.

RENDEZVOUS: TREASURE HUNT

DEPLOYMENT SLOTS:

2 teams of 3 units

VICTORY:

An allied unit claims the treasure chest.

DEFEAT:

An enemy unit claims the treasure chest.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Squire	M	Variable	Random	Random	Random
2	Random	Archer	F	Variable	Random	Random	Random
3	Random	Archer	F	Variable	Random	Random	Random
4	Random	Archer	F	Variable	Random	Random	Random
5	Random	Monk	M	Variable	Random	Random	Random
6	Random	Monk	M	Variable	Random	Random	Random
7	Random	Thief	M	Variable	Random	Random	Random
8	Random	Thief	M	Variable	Random	Random	Random
9	Random	Thief	F	Variable	Random	Random	Random

SUGGESTED DEPLOYMENT:

The tactic that really matters for this battle is sending in characters with the highest Speed or Move rates. It doesn't matter what job you used to maximize these stats, but the fastest jobs for you to choose will probably be Monks or Thieves at this point in the game. Still, even lowly Squires stand a good chance of clearing this battle.

TACTICS:

The main goal of this map is the treasure chest at A5. You don't need to beat the enemies. All you really need to do, to win, is run your characters toward the treasure chest. Even if a Charmed character on your team grabs the chest, you win. It's only worth taking time to attack if enemies block your way. Note that Monks armed with the Aurablast ability should be in a good position to move toward the chest while also dishing out lots of damage along the way.



Ramza may seem close to victory, but the powerful Thieves could easily kill him before he reaches the chest.



Steal Heart can easily lead to P1 Ramza battling P2 Ramza!

LEVEL 3

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

BALIAS TOR

DEPLOYMENT SLOTS:

4

VICTORY:

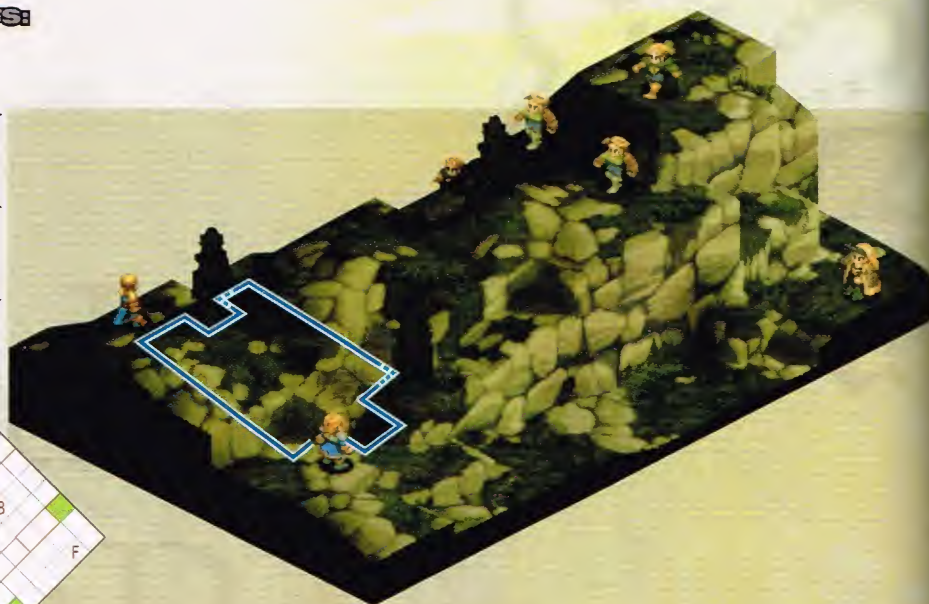
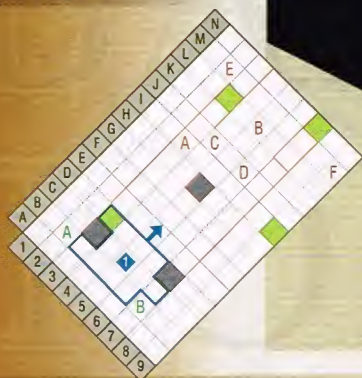
All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

1000 Gil
Holy Water



ENEMIES:

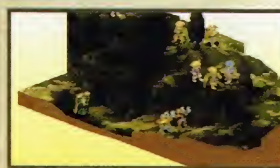
#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	M	13	Random	Random	Random
B	Random	Knight	M	14	Random	Random	Random
C	Random	Archer	M	11	Random	Random	Random
D	Random	Archer	M	13	Random	Random	Random
E	Random	Summoner	F	11	Random	Random	Random
F	Random	Summoner	F	12	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
D3	Golden Needle	Wizard's Hat
I9	Phoenix Down	Plate Mail
L3	Potion	Adamant Vest
N7	Hi-Potion	Power Gauntlet

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Mustadio	Machinist+	M	10+	♈	60+	62+
B	Agrias	Holy Knight+	F	10+	♊	71+	63+



Summoners are especially dangerous to lightly-armored, long-range fighters like Mustadio and the Archer.



Once your Archers control the high ground, you have the Summoners at your mercy.

SUGGESTED DEPLOYMENT:

Archers with optimal equipment, crossbows, and Rend Magick are valuable on this map. Monks are also good choices because of their strong attacks and long-range capability (if your Monks have access to Aurablast), and a Chemist is a must. Be sure to drop by Eagrose Castle and Gariland before you head off to Balias Tor, since there are valuable new pieces of equipment in the shops, such as the Coral Sword and Ice Bow.

TACTICS:

This battle pits you against Summoners, who are a particularly dangerous new type of magical foe. In this particular battle, these enemies can take advantage of the terrain to heap damage on your party. Your best bet is to try to eliminate their spell casting ability early in the fight with Rend Magick, or use Archers to defeat them before they can cast too many spells.

Mustadio, much like Agrias, is a valuable NPC that you should keep well-equipped. His Machinist skills aren't overwhelmingly powerful, but at this point in the game, he is probably the only member of your party equipped with a gun. Be sure to invest JP in his Machinist skills, since he has some useful abilities like Arm Shot.

TCHIGOLITH FENLANDS

DEPLOYMENT SLOTS:

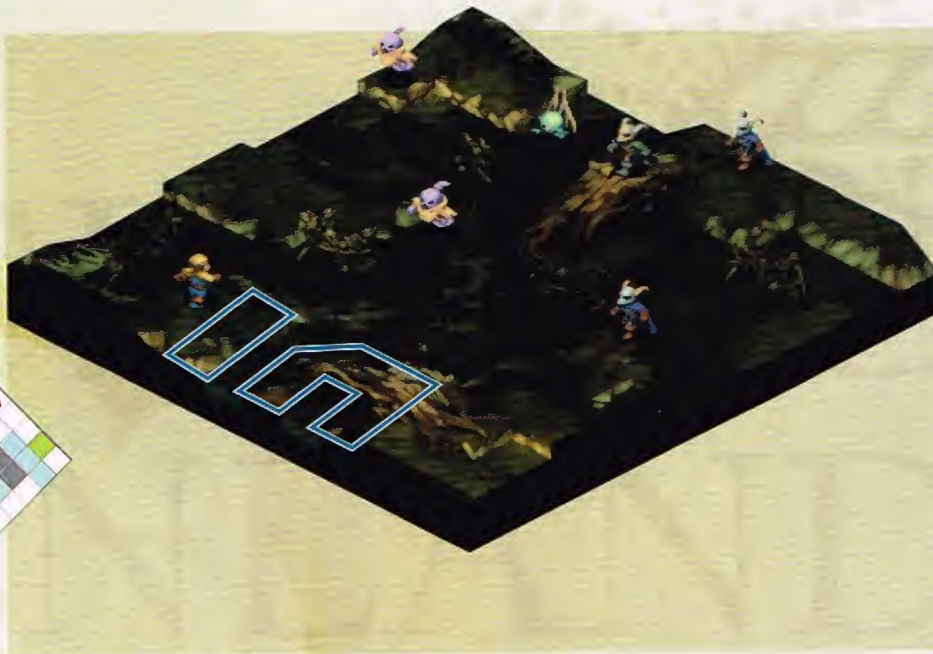
5

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Skeleton	N	13	Random	Random	Random
2	Random	Skeleton	N	14	Random	Random	Random
3	Random	Bonesnatch	N	14	Random	Random	Random
4	Random	Ghoul	N	12	Random	Random	Random
5	Random	Ghoul	N	13	Random	Random	Random
6	Random	Floating Eye	N	13	Random	Random	Random
7	Random	Pig	N	Variable	Random	Random	Random
8	Random	Malboro	N	12	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B12	Ether	Ashura
E8	Echo Herbs	Kotetsu
G1	Gold Needle	Giant's Axe
L11	Phoenix Down	Romandan Pistol

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Mustadio	Machinist+	M	10+	♈	60+	62+



Seal Evil instantly petrifies undead, and has the advantage of Mustadio's firing range.



Phoenix Downs do not have Seal Evil's range, but they still get the job done.

SUGGESTED DEPLOYMENT:

Remember Chicken Race? This battle is similar, but a bit more manageable. It is a good strategy to send in Ramza as a Knight with Mettle (as usual), but fill your other four slots with Chemists that can make use of Phoenix Downs.

TACTICS:

Your Chemists can use Phoenix Downs to wipe out all of the foes on the map, except for the non-undead enemy that always enters the battle at K4 (a Floating Eye, Pig, or Malboro, selected at random). It is important to note that the Pig that appears will be the level of your highest-level party member. Leave this normal enemy to Mustadio and Ramza, who should be able to handle it easily. Take care not to let your units step into the watery areas of the map. These squares can inflict your party members with a poison status. Also, be sure to teach Mustadio the Seal Evil ability before this fight. He can use this skill to devastating effect in this encounter.

RENDEZVOUS: TEIOH

DEPLOYMENT SLOTS:

2 teams of 3 units each

VICTORY:

Defeat Teioh.

DEFEAT:

All units defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Teioh	Black Chocobo	N				
B	Random	Pig	N	Variable	Random	Random	Random
C	Random	Pig	N	Variable	Random	Random	Random
D	Random	Chocobo	N	Variable	Random	Random	Random
E	Random	Chocobo	N	Variable	Random	Random	Random
F	Random	Chocobo	N	Variable	Random	Random	Random
G	Random	Chocobo	N	Variable	Random	Random	Random
H	Random	Red Chocobo	N	Variable	Random	Random	Random
I	Random	Red Chocobo	N	Variable	Random	Random	Random
J	Random	Red Panther	N	Variable	Random	Random	Random

SUGGESTED DEPLOYMENT:

P1 and P2 should each deploy a Time Mage that knows, at the very least, Immobilize and Gravity; however, Graviga is ideal. If either player is short JP for purchasing them, you may want to spend some time in Melee battles before starting this Rendezvous. It is also necessary for every unit in the battle to have the Auto-Potion ability.

It is important to send out characters that are capable of dishing out major damage to escort your Time Mage. Knights and Monks work well in this capacity, but you should choose your heaviest hitters, no matter the melee class. Make sure all of your characters have the Items ability equipped, so they can perform emergency healing duties if problems arise.

TACTICS:

Teioh is a Black Chocobo with ten times the usual HP count for his level. Beating him is contingent on using a Time Mage to cast Gravity on him successfully four times (or Graviga twice). Using Immobilize on him is also handy. Your other units should be employed to defend the Time Mages at all costs (and if you deploy Ramza, use Tailwind to improve the Mages' speed). While you only need to beat Teioh to win the battle, it doesn't hurt to defeat his escort first. The Red Chocobos can easily pick off your casters before they launch their spells, if you are unlucky.



Don't take Teioh's army lightly. They are more than a match for you.



Gravity and Graviga damage Teioh much more quickly than his escort can heal him.

GOUG LOWTOWN

DEPLOYMENT SLOTS:

5 units

VICTORY:

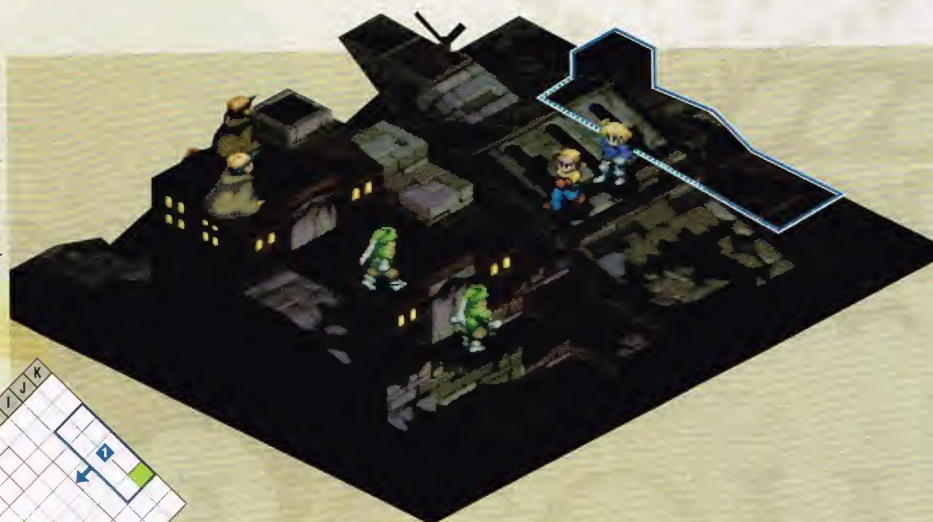
All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES

100 Gil
Thunder Rod



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Archer	F	14	Random	Random	Random
2	Random	Archer	F	14	Random	Random	Random
3	Random	Summoner	M	12	Random	Random	Random
4	Random	Summoner	M	13	Random	Random	Random
5	Random	Chemist	M	13	Random	Random	Random
6	Random	Chemist	M	15	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
C1	Hi-Potion	Lightning Bow
C4	Potion	Crossbow
E5	Ether	Lamia's Harp
K7	Echo Herbs	Battle Folio

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Mustadio	Machinist+	M	12+	♈	60+	62+

SUGGESTED DEPLOYMENT:

You may not want to deploy any female characters on this map, since the Thieves use Steal Heart. You are fighting Summoners again, so you may want to include Knights with Rend Magick and possibly add a Summoner of your own. What you field besides these units should fill in the gaps to create a balanced party.

TACTICS:

This battle is a bit more involved than Tchigolith, but also less exacting than Balias Tor. The basic strategy for the map should be to heap damage on the Summoners and mop up the units that are left. Make good use of your Summoner by targeting spells on the Thieves. Pick them off in this manner, before they can move in close to Steal your equipment.



A powerful Summoner can easily control a map of this size.



Equipping a Gun transforms a humble Chemist into a powerful, long-range fighter.

BASIC

CHARACTER
EQUIP

WALKTHROUGH

ADVANCED
STRATEGIES

SPECIAL EVENTS

HIGHLIGHTS
RECAP

HELP MODE

QUEST OVERS
MODE

POACHING
CLUB

DRAGONS

ITEMS

BALIA'S SWALE

DEPLOYMENT SLOTS:

2 teams:
2 units and 2 units

VICTORY:

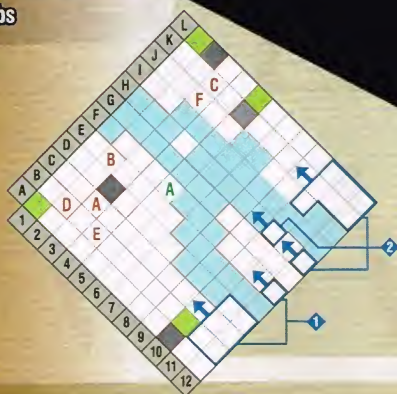
All enemies defeated.

DEFEAT:

Agrias is defeated.
Ramza is killed.

BATTLE TROPHIES:

Echo Herbs



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	M	14	Random	Random	Random
B	Random	Knight	M	15	Random	Random	Random
C	Random	Archer	F	14	Random	Random	Random
D	Random	Archer	F	15	Random	Random	Random
E	Random	Black Mage	M	14	Random	Random	Random
F	Random	Black Mage	M	15	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A1	Gold Needle	Javelin
B10	Phoenix Down	Battle Bamboo
L1	Hi-Potion	Snowmelt Bomb
L5	Potion	Flameburst Bomb

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Agrias	Holy Knight	F	12	♊	71	63

SUGGESTED DEPLOYMENT:

The best strategy on this map may be to field a pair of strong Knights to take out the enemy Black Mages as quickly as possible. Aside from this, you can field other units that balance the party and suit your play style. By this point in the game you have probably unlocked many potent classes and pieces of equipment that should minimize the threat posed by foes armed with the power of Black Magicks.

TACTICS:

Keeping Agrias alive is not exactly difficult. At worst, you may need to use a Chemist to shadow her and lob Hi-Potions when she runs into trouble. If you can keep Agrias safe, it should be possible to rout the rest of the enemies on the field with the powerful characters that you have built in this campaign.



With someone as powerful as Agrias, it's hard to tell that you're supposed to be rescuing her.



Don't forget to deal with the enemies on the other side of the map.

GOLGOLLADA GALLOWS

DEPLOYMENT SLOTS:

2 teams:
3 units and 2 units

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Gaffgarion	Fell Knight	M	17	♊	61	67
B	Random	Knight	M	14	Random	Random	Random
C	Random	Knight	M	15	Random	Random	Random
D	Random	Knight	M	16	Random	Random	Random
E	Random	Archer	F	15	Random	Random	Random
F	Random	Archer	F	16	Random	Random	Random
G	Random	Time Mage	F	14	Random	Random	Random
H	Random	Time Mage	F	15	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A3	Gold Needle	Javelin
E8	Phoenix Down	Battle Bamboo
H3	Hi-Potion	Snowmelt Bomb
H9	Potion	Flameburst Bomb

OPTIMAL ZODIAC:

Female ♊ is the optimal Thief in this battle. Gaffgarion's equipment is good, and can also be easily obtained in Chapter 3, but it is the Blood Sword that really makes it worth the time it takes to loot him.

SUGGESTED DEPLOYMENT:

Obviously, with a named character out of the picture, now is a good time to use a Thief and a Time Mage in tandem on the field. Archers with Arts of War (or doubling as Thieves) can also be useful here, and you may want to field Ramza as an equipment-rending Knight for this battle. The secondary team works well if they are fielded as Archers, Knights, or Thieves who can help to gang up on Gaffgarion and quickly scale the rampart to deal with the Time Mages at the top.

TACTICS:

The group that deploys at the lower-right portions of the field should be used to fight Gaffgarion. The group that deploys beneath the arch should be focused on eliminating the enemy Time Mages once Gaffgarion has been neutralized. When these deadly units have been removed from the field, mopping up the rest should be easier. If your Archer has Arts of War, you can use this unit to go on a Weapon Rending spree to make the Knights less threatening.



This is actually a good Rend percentage (32%) against Gaffgarion.



With Archers atop the wall, you can damage virtually any enemy on the field.

LIONEL CASTLE GATE

DEPLOYMENT SLOTS:

2 teams:
1 unit and 4 units

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

700 Gil
Mythril Helm



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Gaffgarion	Fell Knight	M	18	♊	61	67
B	Random	Knight	F	15	Random	Random	Random
C	Random	Knight	F	15	Random	Random	Random
D	Random	Knight	F	16	Random	Random	Random
E	Random	Archer	M	15	Random	Random	Random
F	Random	Archer	M	17	Random	Random	Random
G	Random	Summoner	M	15	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B8	Potion	Golden Armor
C3	Ether	Wizard's Robe
C14	Hi-potion	Wizard Clothing
D8	Echo Herbs	Rubber Shoes

OPTIMAL ZODIAC:

Female ♊ can steal from Gaffgarion handily, if you happen to get her in range of him in time. He does not have equipment that is particularly important at this time (Ramza has to destroy his Ancient Sword, which would otherwise be a great boon), but it may help to replace any equipment that may be destroyed by the Knights that you fight here.

SUGGESTED DEPLOYMENT:

This is the battle that the entire chapter has been building toward. Ramza should be deployed as a Knight, with Items as a secondary ability. If he has mastered Knight, you can deploy him as an Archer with Arts of War. The four units that comprise the secondary team should include a Summoner and a Chemist. These two units should be supported with jobs that can dish out the most melee damage. A Monk with Chakra and Aurablast may also prove to be a flexible and useful warrior for this battle.

TACTICS:

This is one of the most infamously difficult battles in *Final Fantasy Tactics*. Before you start, bear in mind that this fight is part of three consecutive battles. When you save after beating this battle, make sure you don't save over the file containing your victory at Golgollada Gallows. This way, if the third battle in the sequence overwhelms you, you can go back to the Golgollada save and work on developing your party.

Essentially, Ramza is on one side of the wall that runs across row 7, and the rest of your units on the other. They cannot join Ramza until he hits a switch located at H4. Gaffgarion is guarding the switch, so Ramza essentially has to face him alone. The only way for Ramza to survive this battle is to use the Rend Weapon ability on Gaffgarion's sword. As you witnessed in the last battle, this tactic renders Gaffgarion completely harmless.

In the meantime, send your other units to smash the enemy. With a Summoner on the field, you can't afford to chip at enemies and rely on the Auto-Potion ability to keep your health high. It is important to use your second team to pour on damage very quickly, either by fielding powerful casters or fielding units with advanced damage-dealing abilities. You can use your battle-flexible Monk to wipe out enemies (at close and long-range) and to replenish your own casters' MP.

ZEIRCHELE FALLS

DEPLOYMENT SLOTS:

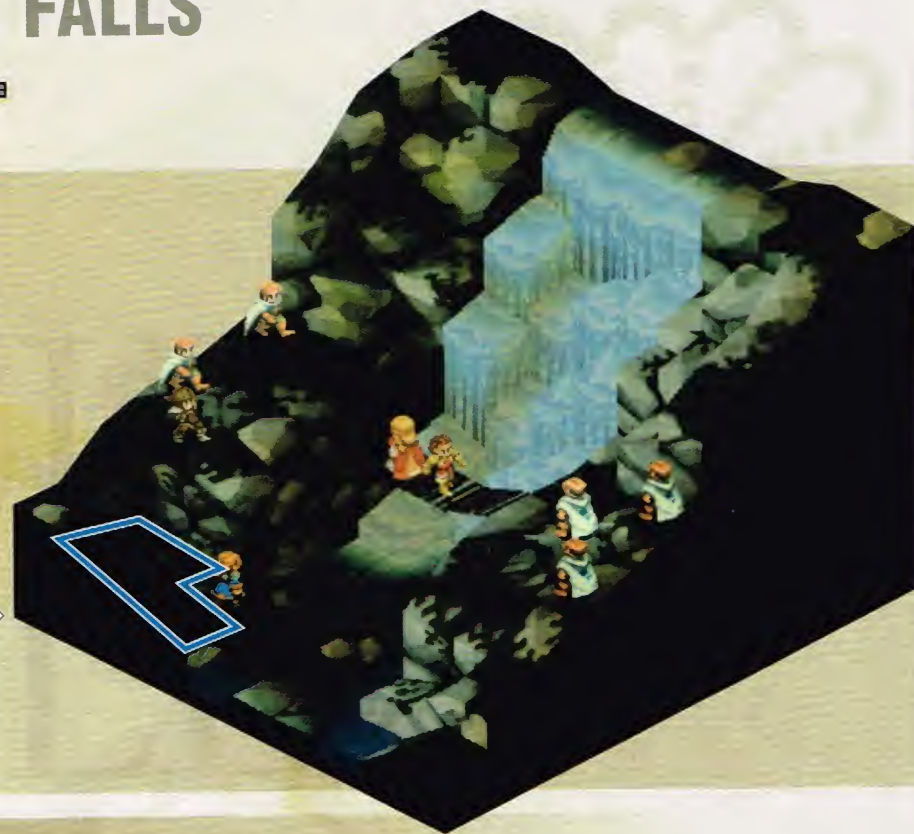
1 unit, Delita only

VICTORY:

All enemies are defeated.

DEFEAT:

Ovelia is killed.
Delita is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	M	8	Random	Random	Random
B	Random	Archer	M	8	Random	Random	Random
C	Random	Black Mage	F	8	Random	Random	Random

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Delita	Holy Knight	M	25	♈	85	40
2	Ovelia	Princess	F	20	♏	53	72

SUGGESTED DEPLOYMENT:

You cannot choose who to send in this engagement. This is a story battle featuring Princess Ovelia and Delita. In this fight you can only control Delita, who is a very powerful Holy Knight.

TACTICS:

This should not be a very tough fight. You can even use the AI feature for Delita and still be victorious. Setting the AI to Berserker and targeting the Black Mage will ensure victory. If you would like take this fight hands on it is imperative you attack the Archer first. The Knight has minimal movement capability and the Black Mage will likely target Delita first over Ovelia. If you get close enough into range you can fell the Archer in one strike. The Knight will chase Ovelia leaving the Black Mage open for quick death. Delita's attack range and movement capabilities are more than enough to rush the Knight in the end before Ovelia takes any serious damage.

There are some other story fights featuring Ovelia and a controllable Delita later in the game, but they are much easier than this particular one. Note that while you can't accrue JP, gain EXP, or even gain items in these battles, it is possible to lose and receive a Game Over message if you don't kill enemies quickly. Delita becomes an increasingly powerful Holy Knight as the game progresses, so your chances of losing these "bonus" battles actually dwindle the farther you progress.



Agrias can eventually learn all of these moves, except for Chant.



Once Ovelia's protected by her Aegis, she takes remarkably little damage from magic.

HOME

CHARACTERS
& MONS

WALKTHROUGH

ADVANCED
TACTICS

SPECIAL EVENTS

WORLD MAP

ITEMS & EQUIP

ADVENTURE
MODE

TEACHING
MODE

ENDINGS

PREVIOUS

LIONEL CASTLE ORATORY

DEPLOYMENT SLOTS:

5 units

VICTORY:

Cúchulainn is defeated.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Cúchulainn	The Impure	N	??	♊	??	??

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
D2	Hi-Potion	Protect Ring
D4	Potion	Protect Ring
E2	Remedy	Osafune
E4	Ether	Mage's Cloak

OPTIMAL ZODIAC:

You can't really steal anything from Cúchulainn, but you probably want to get a damage advantage if you can. The best signs to use are ♋ and ♏, and avoid deploying ♊ at all if you can help it.

SUGGESTED DEPLOYMENT:

Defense is meaningless in this battle, since Cúchulainn primarily uses status ailments like Doom. Instead, you should focus on doing as much damage as quickly as possible, and your units should be as mobile as possible. It may sound ridiculous, but fielding a team of five Monks (Ramza included) should help you to overwhelm Cúchulainn; provided all of your Monks know Aurablast and Purification. Give them all Move +1 and Battle Boots to ensure that Cúchulainn cannot retreat. You should also give them the Items ability, so they can resurrect fallen fighters.

If you can't field a party of Monks with these abilities, you may not have many other options. You can try fielding a Time Mage with Stop, but if this spell doesn't go off quickly your entire party can be wiped out (and you might as well restart the battle if the Time Mage gets hit by Cúchulainn's opening attack). Going back to a previous save and using Melee to amass some JP quickly may be your best bet, if you are unable make any headway.

TACTICS:

If you have the recommended party of five Monks, you can rush toward Cúchulainn and use Aurablast every turn. Use Purification to awaken sleeping allies, and Phoenix Down items to revive allies who have succumbed to the power of Doom. Don't bother with restoring HP, since Cúchulainn's Nightmare attack is lethal. His Bioga does HP damage, but in such tremendous amounts that stopping to heal just slows your party down. Instead, focus on keeping as many attackers active on the field at once and attack relentlessly.



You knew the Cardinal was bad, but you probably weren't expecting anything like this.



It may seem impossible, but here's proof that you really can beat Cúchulainn...

CHAPTER three

The Valiant

SALES

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

RENDEZVOUS: LOST HEIRLOOM

DEPLOYMENT SLOTS:

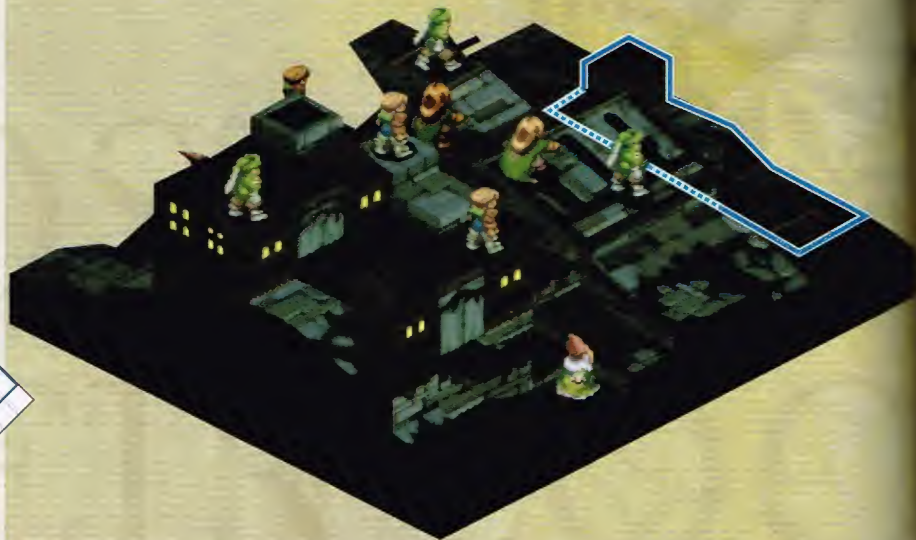
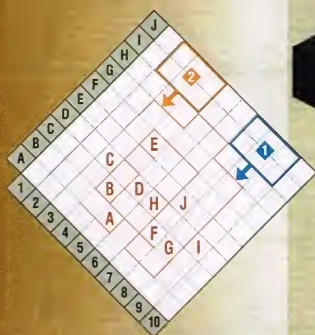
2 teams of 2 units each

VICTORY:

Defeat all enemies.

DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	F	Variable	Random	Random	Random
B	Random	Knight	F	Variable	Random	Random	Random
C	Random	Archer	M	Variable	Random	Random	Random
D	Random	Archer	M	Variable	Random	Random	Random
E	Random	Archer	M	Variable	Random	Random	Random
F	Random	Time Mage	F	Variable	Random	Random	Random
G	Random	Time Mage	F	Variable	Random	Random	Random
H	Random	Thief	M	Variable	Random	Random	Random
I	Random	Thief	M	Variable	Random	Random	Random
J	Random	Thief	M	Variable	Random	Random	Random

TACTICS:

With the right abilities equipped, you can field almost any unit you like in this battle (especially if you have units with access to Ignore Elevation). Pick off the Time Mages first to keep them from using the Stop spell. Caster units do well in this battle, especially Summoners and Black Mages, since they can damage many units at once. Send them in with the Items ability to use Ether (if you choose to use these), so you aren't slowed down by running out of MP.

SUGGESTED DEPLOYMENT:

The key abilities in this battle are Shirahadori and Ignore Elevation. With both of these equipped, and the Items Ability, the enemies should have a very difficult time damaging your party. Make things even more difficult for them by fielding all of your units as Dragoons.

If you do not have access to these abilities at this point in the game, you may want to stop progressing the storyline and start using random battles to gain JP and the right class levels to unlock them. While it is true you do not have to fight this particular co-op battle, you may have a hard time later in this chapter if you haven't properly unlocked the Thief, Dragoon, and Samurai jobs, as well as some advanced abilities like Teleport and Auto-Potion. It may be best to take a break and accomplish that now.



When you see this, you know Shirahadori has kicked in.



Dragoons do tremendous damage, even with default attacks.

RENDEZVOUS: THE FETE

DEPLOYMENT SLOTS:

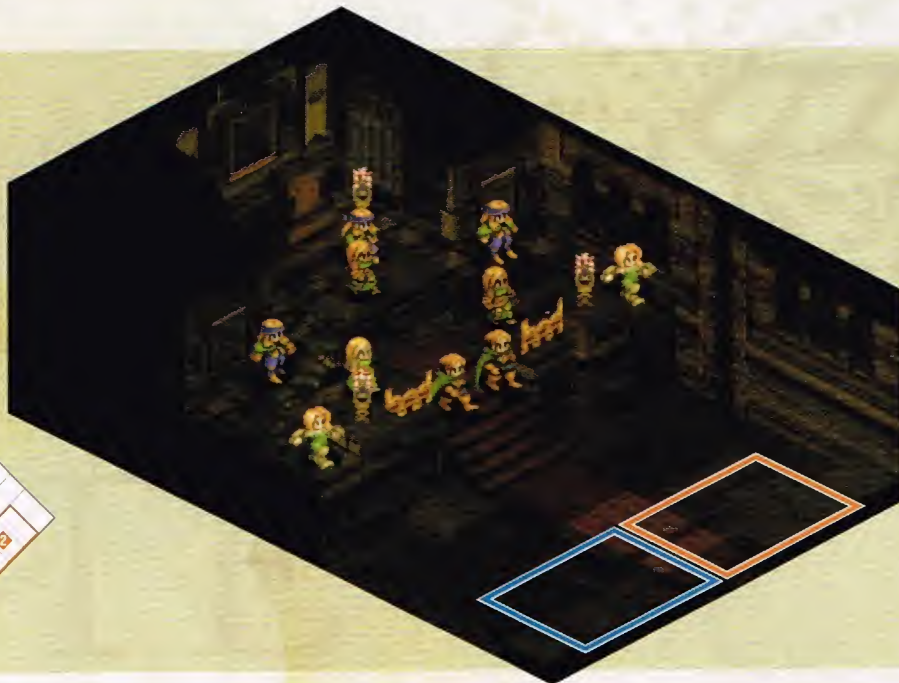
2 teams of 3 units each

VICTORY:

Defeat all enemies.

DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Knight	M	Variable	Random	Random	Random
2	Random	Knight	M	Variable	Random	Random	Random
3	Random	Monk	F	Variable	Random	Random	Random
4	Random	Monk	F	Variable	Random	Random	Random
5	Random	Bard	M	Variable	Random	Random	Random
6	Random	Bard	M	Variable	Random	Random	Random
7	Random	Bard	M	Variable	Random	Random	Random
8	Random	Dancer	F	Variable	Random	Random	Random
9	Random	Dancer	F	Variable	Random	Random	Random
10	Random	Dancer	F	Variable	Random	Random	Random



It's not a dance so much as a brawl.

SUGGESTED DEPLOYMENT:

Sarhadori is still a potent protective ability in this battle, but remember that it is less effective for casters than fighters. Generally, a combination of Dragoons, Time Mages, and Black Mages can handle this battle well.

TACTICS:

The Dancers are actually the most dangerous units on the field, and the sooner you can defeat them, the better. Beyond these, just pick off enemy units one by one. You can do this by having your Black Mages and Summoners soften them up, then send your Dragoons in to finish them off with Jump and other attacks. Be careful when attacking the Monks, since they may know First Strike.



A successful Jump may one-shot some of your foes.

WALKTHROUGH

THE MINING TOWN OF GOLLUND

DEPLOYMENT SLOTS:

5

VICTORY:

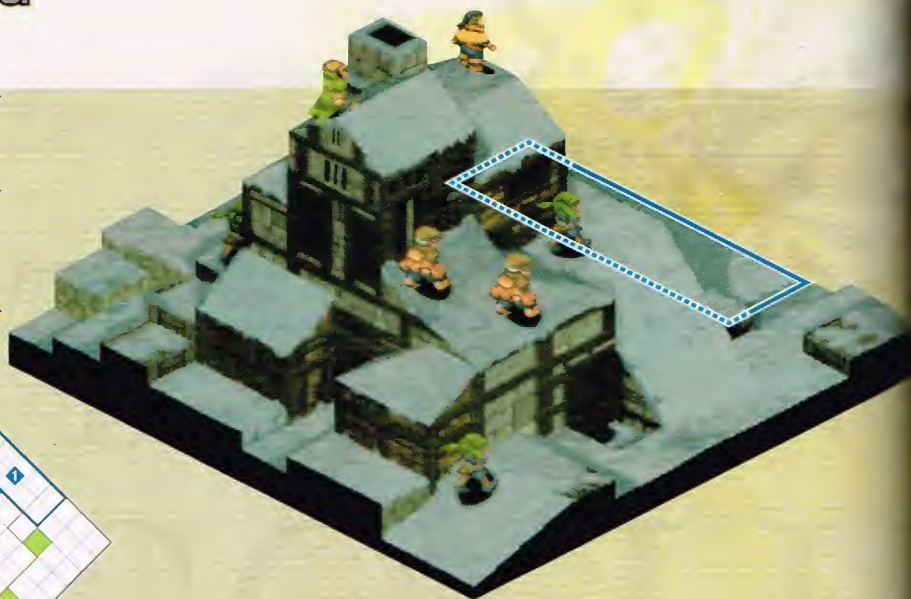
Defeat all enemies.

DEFEAT:

Orran is defeated.
Ramza is killed.

BATTLE TROPHIES:

1500 Gil
Battle Folio



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Chemist	M	21	Random	Random	Random
B	Random	Chemist	M	21	Random	Random	Random
C	Random	Thief	F	19	Random	Random	Random
D	Random	Thief	F	20	Random	Random	Random
E	Random	Thief	F	21	Random	Random	Random
F	Random	Orator	M	18	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A1	Phoenix Down	Wizard Clothing
E4	Potion	Spear
E9	Holy Water	Flail
H8	Hi-Potion	Close Helm

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Orran	Astrologer	M	18	♊	73	71

SUGGESTED DEPLOYMENT:

With the Shirahadori and Ignore Elevation abilities equipped, this battle is a breeze. A Time Mage with Teleport may also serve you well here by Immobilizing enemies. Try using Dragoons here, since they are a class that you may want to rely on throughout the chapter. If you deploy male units, equip them with the Nu Khai Armband to guard against the Steal Heart technique that the female Thieves employ.

TACTICS:

Orran is unlikely to be in need of your help, so you can really focus on removing the enemy units as soon as they are in range. You may wish to take out the Orator first. This foe can use techniques like Insult to keep your Time Mage from functioning properly. Beyond this, you should have no trouble clearing this battle.



Orran's abilities have a chance of crippling every foe on the map.



Orators should never be underestimated.

ESALIA CASTLE POSTERN

DEPLOYMENT SLOTS:

2 team: one 3 units, one 2 units.

VICTORY:

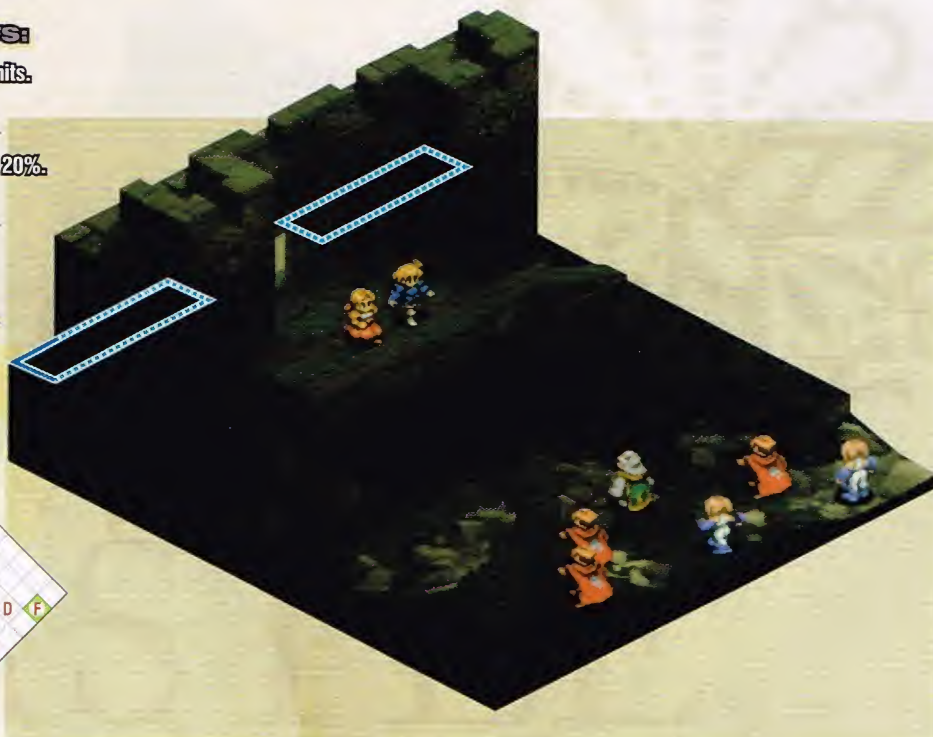
Reduce Zalmour's HP below 20%.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Ether



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Zalmour	Celebrant	M	24	♈	54	78
2	Random	Knight	M	20	Random	Random	Random
3	Random	Knight	M	22	Random	Random	Random
4	Random	Knight	M	22	Random	Random	Random
5	Random	Monk	F	21	Random	Random	Random
6	Random	Monk	F	21	Random	Random	Random

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Alma	Cleric	F	3	♏	39	87

OPTIMAL ZODIAC:

Female ♏ has the best chance of stealing from Zalmour, but it's not incredibly useful to do so. His equipment is not stellar, and you can easily beat him without taking his equipment.

SUGGESTED DEPLOYMENT:

This is a good battle to field a White Mage. Also, your Dragoons equipped with Ignore Elevation and Shirahadori should be right at home on this map.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A1	Ether	Brigandine
I11	Remedy	Diamond Bracelet
J1	Holy Water	Ancient Sword
J3	Phoenix Down	Ninja Blade

TACTICS:

You want to keep Alma on her feet, so she can cast her Aegis ability on Ramza. This spell grants a host of useful buffs. This map is also a good place to level up a White Mage in preparation for unlocking the Arithmetician job later in this Chapter. Zalmour really does nothing more than buff his attackers, so once you dispatch them he has little left to fight with. Your heavily armed Dragoons should be able to handle all of these enemies handily.



Teleport lets you keep your White Mage at Alma's side.



Aegis makes Ramza an extremely well-protected unit.

MONASTERY VAULTS: SECOND LEVEL

DEPLOYMENT SLOTS:

5

VICTORY:

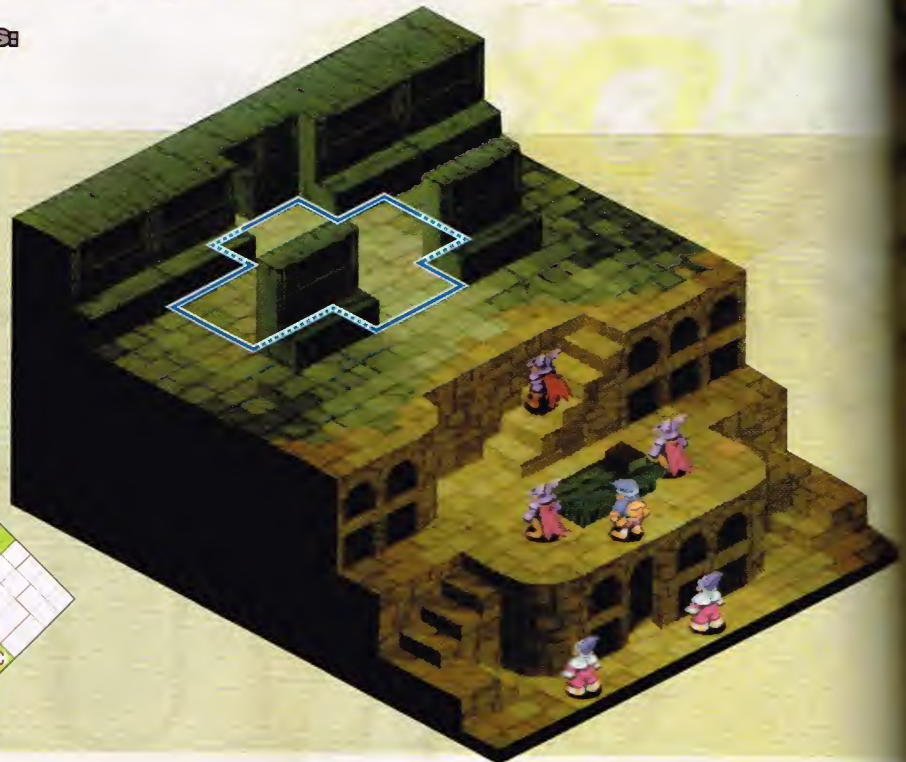
Defeat all enemies.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Battle Folio



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Chemist	M	24	Random	Random	Random
B	Random	Time Mage	M	22	Random	Random	Random
C	Random	Time Mage	M	23	Random	Random	Random
D	Random	Dragoon	M	24	Random	Random	Random
E	Random	Dragoon	M	25	Random	Random	Random
F	Random	Dragoon	M	25	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A3	Potion	Murasame
E9	Hi-Potion	Poison Bow
F12	Ether	Mythril Bow
J8	Remedy	Musk Pole

SUGGESTED DEPLOYMENT:

Field a Time Mage of your own, preferably with Teleport, and you can field the rest of your party as Dragoons. Shirahadori isn't a flawless defense against enemy Dragoons, so you may want to switch over to Auto-Potion instead. A female Thief with Steal Heart can really be helpful for slowing down the enemy Dragoons.

TACTICS:

You may want to remove the opposing Chemist from the field first, since he likes to use Phoenix Downs on fallen allies. This can prolong the battle unnecessarily. Otherwise, use your Time Mage to counteract your enemy's spells, and to Immobilize or Stop the enemy Dragoons. Likewise, your Thief can use her skills to Confuse them.



Steal Heart lets a female Thief wreak havoc on the battlefield.



Charm a chanting Mage, and he'll forget to finish his spell.

MONASTERY VAULTS: THIRD LEVEL

DEPLOYMENT SLOTS:

5

VICTORY:

Defeat Isilud.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Guardian Bracelet



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Isilud	Nightblade	M	26	♊	73	62
2	Random	Knight	M	23	Random	Random	Random
3	Random	Knight	M	24	Random	Random	Random
4	Random	Archer	M	21	Random	Random	Random
5	Random	Archer	M	23	Random	Random	Random
6	Random	Summoner	M	22	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A1	Phoenix Down	Croakadile Bag
F5	Holy Water	Ice Shield
J2	Potion	Flame Shield
L4	Hi-Potion	Headband

OPTIMAL ZODIAC:

Female ✕ has a damage advantage against Isilud. Don't try to fight from him, since he has Safeguard equipped.

SUGGESTED DEPLOYMENT:

For this battle, you may want to make Ramza an Archer with Lots of War and have him use Rend Power on Isilud. Field a Black Mage to take care of the enemy Summoner, a female Thief to neutralize the enemy Knights and Archers with Steal Heart, and add a couple of Dragoons to round out your force. Make sure that everyone in your party has Ignore Elevation or Teleport, and Shirahadori or Auto-Potion should also be equipped.

TACTICS:

Focus on Isilud, since beating him ends the level. Have your Archer use Rend Power to make him non-threatening, then warm him with your Dragoons. Use your Black Mage to keep the Summoner busy, and you can use your Thief to neutralize Isilud's escort. By using these tactics to neutralize Isilud's forces, he should be defeated in short order.



Teleport gives a Black Mage the freedom to position spells perfectly.



Rend Speed leaves Isilud a perfect target for Jump.

RAMZA

THORAT THE
WARRIOR

WALKTHROUGH

ADVANCED
TECHNIQUES

SHIRAHADORI

ITEMS
ITEMS

SHIRAHADORI

SHIRAHADORI
MODE

SHIRAHADORI
CLASH

SHIRAHADORI

SHIRAHADORI

MONASTERY VAULTS: FIRST LEVEL

DEPLOYMENT SLOTS:

5

VICTORY:

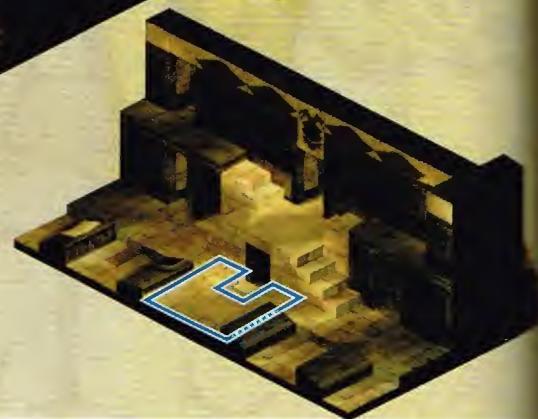
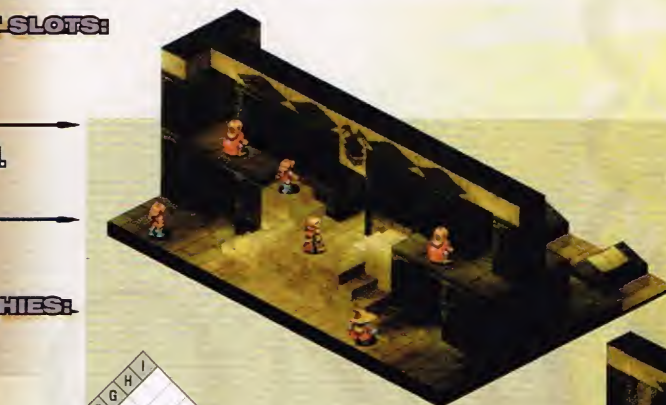
Wiegaf is defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

2500 Gil



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Wiegaf	White Knight	M	27	♊	73	62
B	Random	Knight	F	24	Random	Random	Random
C	Random	Knight	F	24	Random	Random	Random
D	Random	Archer	F	21	Random	Random	Random
E	Random	Archer	F	23	Random	Random	Random
F	Random	Black Mage	F	22	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B2	Ether	Feather Boots
C13	Remedy	Magepower Glove
G7	Phoenix Down	Reflect Ring
I13	Holy Water	Nu Khai Armbrace

OPTIMAL ZODIAC:

Female ♋ has a really good chance of stealing Wiegaf's equipment, and it's all worth taking at this point in the game. Probably the most important thing to steal is his Diamond Sword.

SUGGESTED DEPLOYMENT:

You may want to keep Ramza as an Archer for this map, so he can attempt to Rend Wiegaf's Sword. You can also field a Thief to try and steal it, as well as his other equipment. Field a Black Mage with Summons and Teleport to provide magick support, and make the rest of the party Dragoons. Auto-Potion is a more desirable Reaction ability than Shirahadori here, and Ignore Elevation can be very useful if Wiegaf starts running from you at low HP.



So long as he has his Diamond Sword, Wiegaf's power is overwhelming.

TACTICS:

Do not deploy any units adjacent to Ramza, since Wiegaf will probably use his first action to attack him. Generally, if you can't beat Wiegaf quickly, you might not be able to beat him at all, especially if you can't Steal or Rend his sword. So, you just need to rush him with as many attacks as possible. The longer you take, more of his escort will swarm into your side of the map and the more likely you are to win the battle. If you get lucky and destroy or steal his sword immediately, you can easily control the battle.



Defeat Wiegaf quickly, or his allies simply heal him.

ZEKLAUS DESERT

DEPLOYMENT SLOTS:

5

VICTORY:

All enemies defeated.

DEFEAT:

**Luso is defeated.
Ramza is killed.**



ENEMIES:

Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
Random	Behemoth	N	16	Random	Random	Random
Random	Behemoth	N	17	Random	Random	Random
Random	Behemoth	N	18	Random	Random	Random
Random	Behemoth King	N	15	Random	Random	Random
Random	Behemoth King	N	16	Random	Random	Random
Random	Dark Behemoth	N	23	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A12	Echo Herbs	Battle Boots
C8	Phoenix Down	Blind Knife
G9	Hi-Potion	Thunder Rod
G16	Potion	Iron Sword

SUGGESTED DEPLOYMENT:

While Luso is pretty tough, you may want to field a Chemist who can use X-Potions to heal him, just in case the Dark Behemoth gets a lucky strike in on him. In general, you should move from primarily using Hi-Potions to primarily using X-Potions in this battle if you haven't already.

Dragoons are good units for the rest of the battle, and it can also help to field a Summoner to take advantage of the cramped canyon space that the Behemoths crowd themselves into. Give everyone in your party Auto-Potion to ensure their safety.

TACTICS:

Keep your Chemist near Luso, but otherwise you can fight this battle as if it were a random encounter. While the Behemoths have high HP, your Dragoons should have no problem whittling them down and absorbing the damage they deal. If you field a caster unit, the Behemoths generally choose to attack it over Luso. Note that Luso also has a very strong attack, so he will also do his part to eliminate the beasts.



Luso's a potent attacker, thanks to his Ramza-like stats.



Using Stop creates Behemoths that can be easily picked off by your attackers.

RENDEZVOUS: DESERT MINEFIELD

DEPLOYMENT SLOTS:

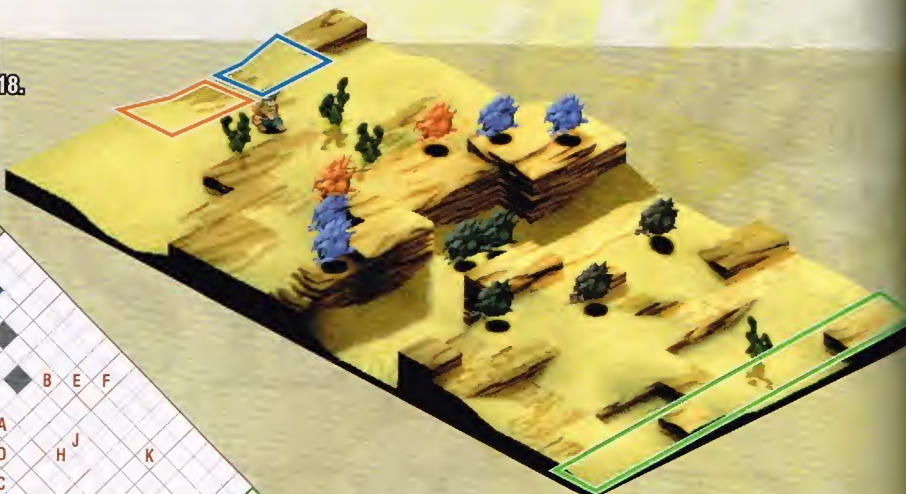
2 teams of 2 units each

VICTORY:

Escort Govis to a tile on Row 18.

DEFEAT:

All units defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Bomb	N	Variable	Random	Random	Random
B	Random	Bomb	N	Variable	Random	Random	Random
C	Random	Grenade	N	Variable	Random	Random	Random
D	Random	Grenade	N	Variable	Random	Random	Random
E	Random	Grenade	N	Variable	Random	Random	Random
F	Random	Grenade	N	Variable	Random	Random	Random
G	Random	Exploder	N	Variable	Random	Random	Random
H	Random	Exploder	N	Variable	Random	Random	Random
I	Random	Exploder	N	Variable	Random	Random	Random
J	Random	Exploder	N	Variable	Random	Random	Random
K	Random	Exploder	N	Variable	Random	Random	Random

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Govis	Chemist	M	Variable	Random	Random	Random

SUGGESTED DEPLOYMENT:

One player needs to deploy a Time Mage and a heavily-armored unit like a Knight or a Dragoon. The other player should deploy two heavy-armor units, preferably two more Dragoons. The Time Mage should know Haste, and it helps if all the units know Teleport or Ignore Elevation and Auto-Potion. Equipping Items is a good tactic also, since you can use this ability to heal Govis as necessary (and it will probably be necessary).

TACTICS:

The easiest way to keep the Chemist alive is to use your units to form a phalanx around him. This should consist of a Dragoon or Knight protecting his front and sides while your Time Mage stands behind him. Have your Time Mage cast Haste on your party, but not on Govis. Hasted units can be sure to be around Govis at all times, but a hasted Govis just runs off and gets into trouble.

Just try to keep your units positioned around the Chemist at all times. Removing more enemies increases your rank, but you don't need to attack until you are in a position where Govis can't move forward. All of these enemies use powerful fire-based attacks, so try not to let either of the Bombs self-destruct. Note that all of their attacks are very likely to trigger the Auto-Potion reaction ability.



This is a perfect formation for protecting Govis.



Ramza is particularly receptive to Haste spells, making him perfect for this mission.

GROGH HEIGHTS

DEPLOYMENT SLOTS:

5 units

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Mythril Gun



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Squire	M	25	Random	Random	Random
2	Random	Squire	M	27	Random	Random	Random
3	Random	Chemist	M	26	Random	Random	Random
4	Random	Chemist	M	27	Random	Random	Random
5	Random	Archer	M	26	Random	Random	Random
6	Random	Thief	M	27	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A1	Hi-Potion	Kunai
A12	Potion	Main Gauche
J5	Remedy	Ama-no-Murakumo
J12	Ether	Sleep Blade

SUGGESTED DEPLOYMENT:

A deployment of Archers and Summoners may serve you best on this particular map. If you want, you can field a female Thief to run around using Steal Heart. Be sure to give everyone Shirahadori as their reaction ability. If you field male characters, give them Nu Khai armbands.

TACTICS:

This battle is pretty light fare. Charge up the hill and lay waste to the party waiting for you there. However, you should be sure that your party is ready to deal with dangerous secondary abilities, since all of these units are likely to have them. Since they are randomly generated foes, these abilities could be anything from Items to Geomancy.



Shirahadori leaves these enemies with little chance of damaging you.



These Chemists use Hi-Potions, so pick them off first.

THE WALLED CITY OF YARDROW

DEPLOYMENT SLOTS:

5

VICTORY:

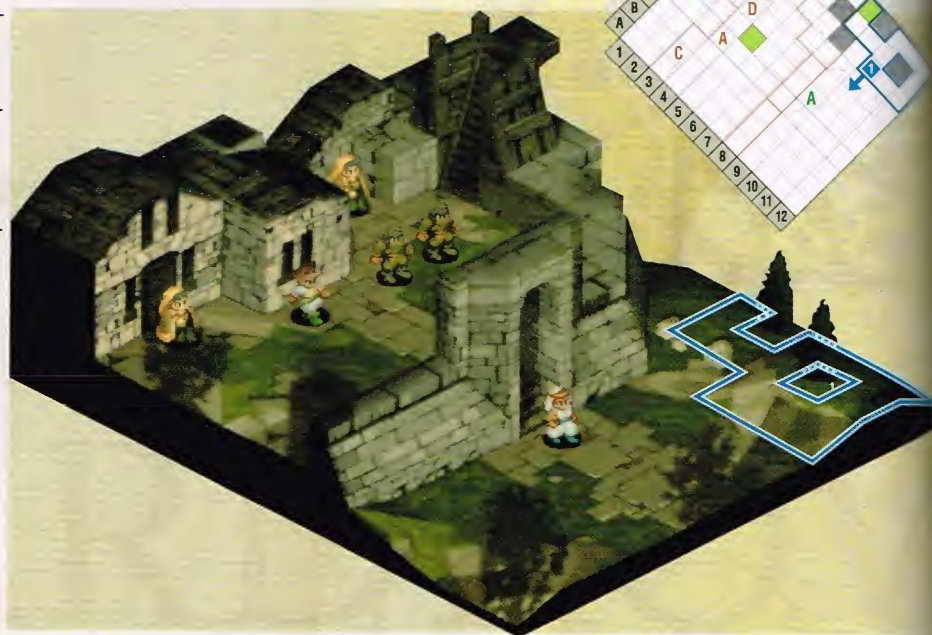
All enemies defeated.

DEFEAT:

Rapha is defeated.
Ramza is killed.

BATTLE TROPHIES:

2000 Gil
Yagyu Darkrood
Holy Water



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Marach	Netherseer	M	23	♊	69	31
B	Random	Summoner	F	27	Random	Random	Random
C	Random	Summoner	F	28	Random	Random	Random
D	Random	Ninja	M	24	Random	Random	Random
E	Random	Ninja	M	25	Random	Random	Random
F	Random	Ninja	M	26	Random	Random	Random

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Rapha	Skyseer	F	22	♋	31	69

OPTIMAL ZODIAC:

A Female ♋ has a damage advantage against Marach, and a hefty stealing bonus. However, he may not have anything worth the effort to Steal.

SUGGESTED DEPLOYMENT:

You need to keep Rapha alive on this level, so you may want to equip your units with the Items command and supplement this with either Ignore Elevation or Teleport. You may want to field units that are potent long-range fighters: Summoners, Ninja, and high-level Monks. Even a Chemist with a gun can help to thin out your foes. Note that Agrias's Hallowed Bolt attack is very useful for this level. Even if you haven't been using her, it may be worth the effort to level her a little and field her in this battle.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
E1	Holy Water	Flame Mace
E5	Phoenix Down	Slasher
J3	Hi-Potion	Hunting Bow
J8	Potion	Mythril Gun

TACTICS:

This map is a straight case of hitting the other forces before they can hit yours. Raw damage output is the best option, since few units outside of a Ninja can match the speed of a Ninja. All of the enemies on the map are equally deadly, so pick a target and attempt to overwhelm it with your numbers.



Shockwave decimates enemies foolish enough to pack together.



You can even use Shockwave on enemies through walls!

RENDEZVOUS: LITTERING

DEPLOYMENT SLOTS:

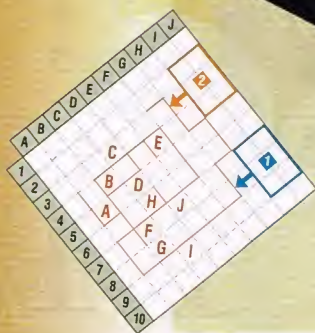
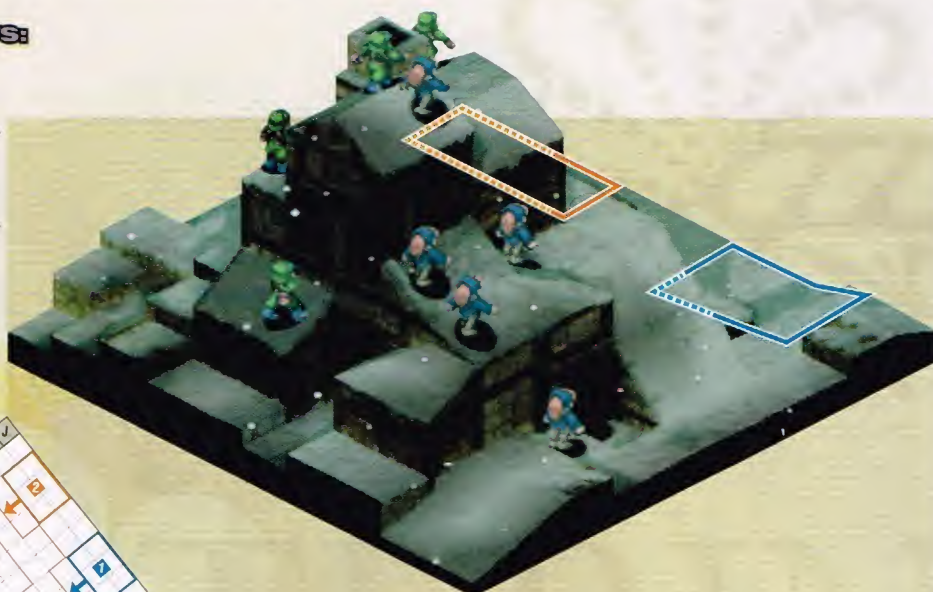
2 teams of 3 units each

VICTORY:

Defeat all enemies.

DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Ninja	M	Variable	Random	Random	Random
2	Random	Ninja	M	Variable	Random	Random	Random
3	Random	Ninja	M	Variable	Random	Random	Random
4	Random	Ninja	M	Variable	Random	Random	Random
5	Random	Ninja	M	Variable	Random	Random	Random
6	Random	Ninja	F	Variable	Random	Random	Random
7	Random	Ninja	F	Variable	Random	Random	Random
8	Random	Ninja	F	Variable	Random	Random	Random
9	Random	Ninja	F	Variable	Random	Random	Random
10	Random	Ninja	F	Variable	Random	Random	Random



Sticky Fingers is fine when Ninja are using Throw, but fails you if they attack directly.

SUGGESTED DEPLOYMENT:

This may seem like a fight where the Sticky Fingers ability could really come into play, but Shirahadori outclasses it. Equip it, along with Concentration, and you should have no trouble destroying the Ninja. Use some sort of strong melee attack class, like Dragons, Knights, Ninja, or Monks. You may also want to employ Ignore Deviation for increased movement and Items for healing.

TACTICS:

The real, ultimate power in this battle is Shirahadori, which blocks most of the Thrown weapons and also offers defense against the otherwise-lethal Dual Wield ability that the Ninja use to their advantage. Any powerful attacker can easily dismantle the Ninja with perhaps a little patience, and breaks for healing when HP gets too low.



Stick to basic attacks, so no single unit is overwhelmed when everyone else jumps.

THE YÜGUEWOOD

DEPLOYMENT SLOTS:

2 teams: 3 units and 2 units

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Phoenix Down x2



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Black Mage (Undead)	M	27	Random	Random	Random
B	Random	Black Mage (Undead)	M	28	Random	Random	Random
C	Random	Time Mage (Undead)	F	27	Random	Random	Random
D	Random	Time Mage (Undead)	F	28	Random	Random	Random
E	Random	Ghoul	N	Random	Variable	Random	Random
F	Random	Ghast	N	Random	Variable	Random	Random
G	Random	Revenant	N	Random	Variable	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A7	Ether	Bestiary
E6	Remedy	Mythril Spear
H3	Phoenix Down	Snowmelt Bomb
J3	Holy Water	Iron Fan

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Rapha	Skyseer+	F	22+	♊	31+	69+

OPTIMAL ZODIAC:

Female ♋.

SUGGESTED DEPLOYMENT:

You can almost treat this battle as a random encounter with undead foes. Deploy, as mentioned for a previous encounter, a fleet of Chemists who can use Phoenix Downs. If anyone still needs JP for Auto-Potion, this is a good battle to send them into.

TACTICS:

This is a small, straightforward map that may lull you into a false sense of security before the battle to come. Hammer the various undead with Phoenix Downs and Mustadio's Seal Evil. You should be able to finish all of them off long before they can seriously threaten your party.



Even high-level undead have no defense against the power of Phoenix Down.



Rapha's Sky Mantra abilities may devastate the enemy... or may just strike empty air.

RIOVANES CASTLE GATE

DEPLOYMENT SLOTS:

2 teams: 2 unit and 3 units

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Elven Cloak
Hi-Potion
X-Potion



ENEMIES:

Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
Marach	Netherseer	M	24	♊	69	31
Random	Knight	M	27	Random	Random	Random
Random	Knight	M	28	Random	Random	Random
Random	Knight	M	29	Random	Random	Random
Random	Archer	F	27	Random	Random	Random
Random	Archer	F	28	Random	Random	Random
Random	Archer	F	29	Random	Random	Random

ALLIES:

Ally	Job	Gender	Level	Zodiac	Bravery	Faith
Rapha	Skyseer+	F	22+	♋	31+	69+

OPTIMAL ZODIAC:

Female ♋ has a damage advantage against Marach, and a hefty healing bonus. However, he does not really carry anything that is worth the effort to steal.

SUGGESTED DEPLOYMENT:

Melee fighters with Shirahadori and Ignore Elevation have an Advantage here. You can use virtually any melee class, but Ninja and Dragoons are especially powerful here.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A2	Potion	Fuma Shuriken
D9	Hi-Potion	Aegis Shield
H8	Ether	Diamond Helm
L1	Remedy	Celebrant's Miter

TACTICS:

Riovanes Castle is another of the game's famous series of consecutive battles. As with the others, make sure you preserve a save file before starting the sequence, in case your party is overwhelmed and you need to back out in order to level up.

In general, it's a good idea to do some leveling up before entering this sequence. Stock up on Chameleon Robes and Barettes if you can.

This particular battle may not be incredibly difficult if you have prepared your troops. With Shirahadori and Items for healing, the enemy is just not in a position to do much damage, and Marach is not very aggressive. Marach can be dangerous if he's lucky, but there is an easy way to escort him off of the field: let his or Rapha's HP fall below 40%. As you saw in your first battle with him, Marach simply doesn't absorb punishment well.

MAPS

CHARACTERS
JOBS

WALKTHROUGH

ADVANCED
STRATEGIES

SPECIAL EVENTS

HIDDEN
ITEMS

HEALTH MONITOR

CONCRETE
MODE

POUCHING
GAMES

WALKTHROUGH

WALKTHROUGH

RIOVANES CASTLE KEEP

DEPLOYMENT SLOTS:

2 teams: 2 units and 3 units

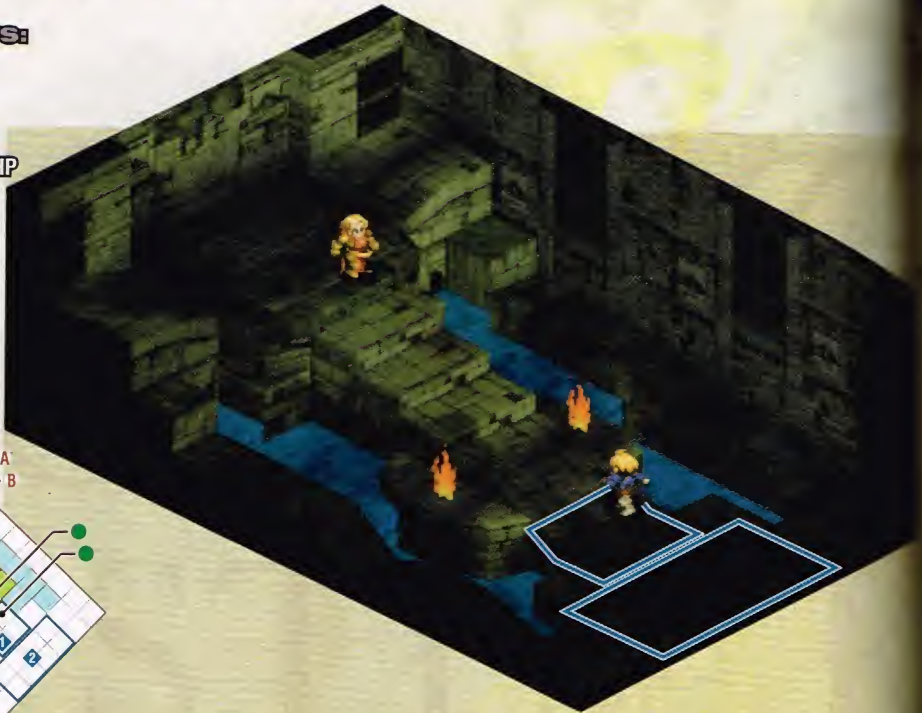
VICTORY:

Phase 1: Reduce Wiegraf's HP below 25%.

Phase 2: Belias is defeated.

DEFEAT:

Ramza is killed.



ENEMIES (PHASE 1):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Wiegraf	White Knight	M	25	♊	71	64

ENEMIES (PHASE 2):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
B	Belias	Gigas	N	31	♊	70	70
C	Random	Archaeodaemon	N	27	Random	Random	Random
D	Random	Archaeodaemon	N	28	Random	Random	Random
E	Random	Archaeodaemon	N	29	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A5	Potion	Diamond Armor
C6	Hi-Potion	Jujitsu Gi
F8	Ether	Chameleon Robe
H3	Remedy	Germinas Boots

OPTIMAL ZODIAC:

Since Belias is a monster, ♋ is always going to be at an extreme disadvantage against him. Wiegraf is Safeguarded, so stealing from him isn't an option. In order to achieve a damage advantage on Belias, try fielding ♊ and ♋ units.

SUGGESTED DEPLOYMENT:

In Phase 1, you're in a difficult position because you have to fight Wiegraf with Ramza, one on one, and Wiegraf is Safeguarded. The way to make this battle easy is to field Ramza as a Dragoon with Auto-Potion. Wiegraf's attacks will trigger Auto-Potion just about every time, and Jumping does tremendous damage to him. In Phase 2, bring in four more Dragoons with Auto-Potion.

TACTICS:

In Phase 1, use Ramza to Jump at Wiegraf constantly. You only have to connect about twice before his HP is reduced to the required level.

In Phase 2, repeat the strategy that was previously stated for Belias. Although Belias has about 1000 HP, your Jumps deal about 150 damage each. As a bonus, Belias can't damage units that are in mid-air. Ignore his demon escort, since their attacks are more likely to trigger your Auto-Potion reaction abilities than the attacks from Belias. Just keep using your Jump ability until Belias drops.



Auto-Potion is a solid defense against Wiegraf's Holy Sword attacks.



This Ninja doesn't stand a chance of surviving Belias's attack.

RIOVANES CASTLE ROOF

DEPLOYMENT SLOTS:

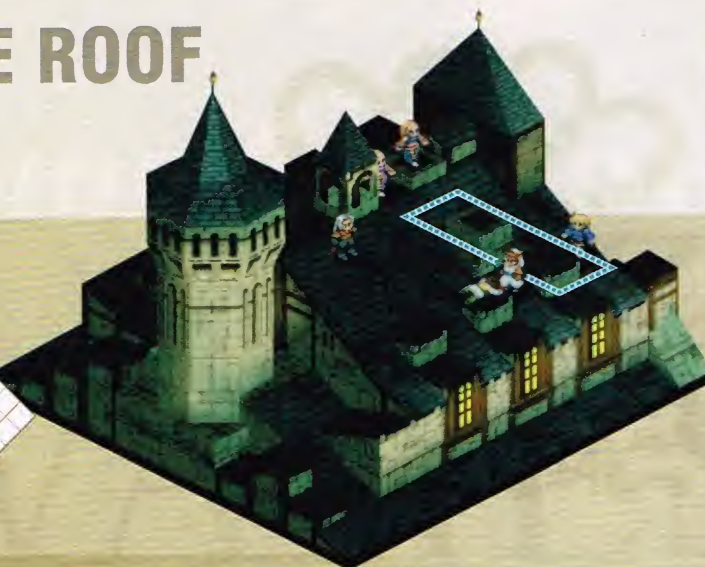
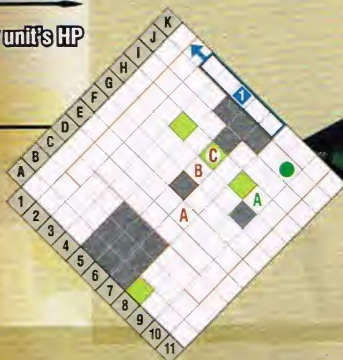
4 units

VICTORY:

Reduce one enemy unit's HP below 20%.

DEFEAT:

Rapha is defeated.
Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Elmdore	Ark Knight	M	33	♊	70	70
2	Lettie	Assassin	F	28	♊	65	70
3	Celia	Assassin	F	29	♊	65	70

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Rapha	Skyseer+	F	22+	♊	31+	69+

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A8	Maiden's Kiss	Jade Armlet
H4	Hi-Potion	Kodachi
H6	Potion	Orichalcum Dirk
H8	Phoenix Down	Elven Robe

OPTIMAL ZODIAC:

The selection of Zodiac alignments in the enemies here is quite devious. The best match for Elmdore will be the worst match for Celia, and vice versa. Likewise, a best match for Lettie is going to be a bad match for either Elmdore or Celia. Basically, ♊, ♊, ♊ and ♊ are all at a disadvantage in this fight. With no clear way to get the advantage, you can either try to avoid fielding these signs (possibly depriving yourself of strong units), or just hope that the Zodiac alignment won't hurt you too badly in combat thanks to other skills.

While Elmdore, Lettie, and Celia all have equipment that is really worth stealing, you need to be extremely powerful and well-prepared to try it. The items that are really worth taking are the Cherche Accessories equipped to the Assassins, which are otherwise only obtainable through Poaching. They offer powerful status ailment resistance, even more potent than the Barette.

SUGGESTED DEPLOYMENT:

Ignore Elmdore and focus on the Assassins, who only have Counter Tackle as their reaction ability. The best units for taking them out are Ninja, whose high speed rating (especially when boosted by Hermes Shoes) lets them move before the enemy does. Dragoons can also fare well in this battle, but avoid having them Jump. The enemy is just too fast to be hit by this ability without using the Time Mage abilities of Stop and Immobilize.

If you let them remain on the field long enough, Celia and Lettie will cast Ultima. If Ramza is hit by Ultima and survives (which he probably will), he learns the spell and can cast it later in the game. Setting this up is very difficult, since the Assassins often inflict Stop on Ramza, but getting the spell here is not impossible. It does require luck and patience to both acquire it and win the battle.

You need to equip as many units as possible with the Chameleon Robe, which provides resistance to Celia and Lettie's Suffocate ability. The Barette also offers protection against their Stop ability, and Shirahadori is very effective in stopping their physical attacks. Field all of your characters with the Items command, so you can heal Rapha as necessary.

TACTICS:

If you have ever heard the term "Rapha Complex", it's in reference to Rapha's behavior in this particular battle. Although she may be very fragile, she will rush these powerful bosses with abandon. If she gets a lucky shot in with her Sky Mantra abilities she can deal devastating damage, but this is very unlikely. Casters typically fare poorly in this battle because the enemies attack quickly. If you spend too much time keeping her alive with Potions, the enemy will probably wear you down and you are sure to lose. Instead, field very fast units like Ninja and you should be able to take out one of the Assassins with no more than a few attacks.

CHAPTER four

In the Name of Love

INTRODUCTION

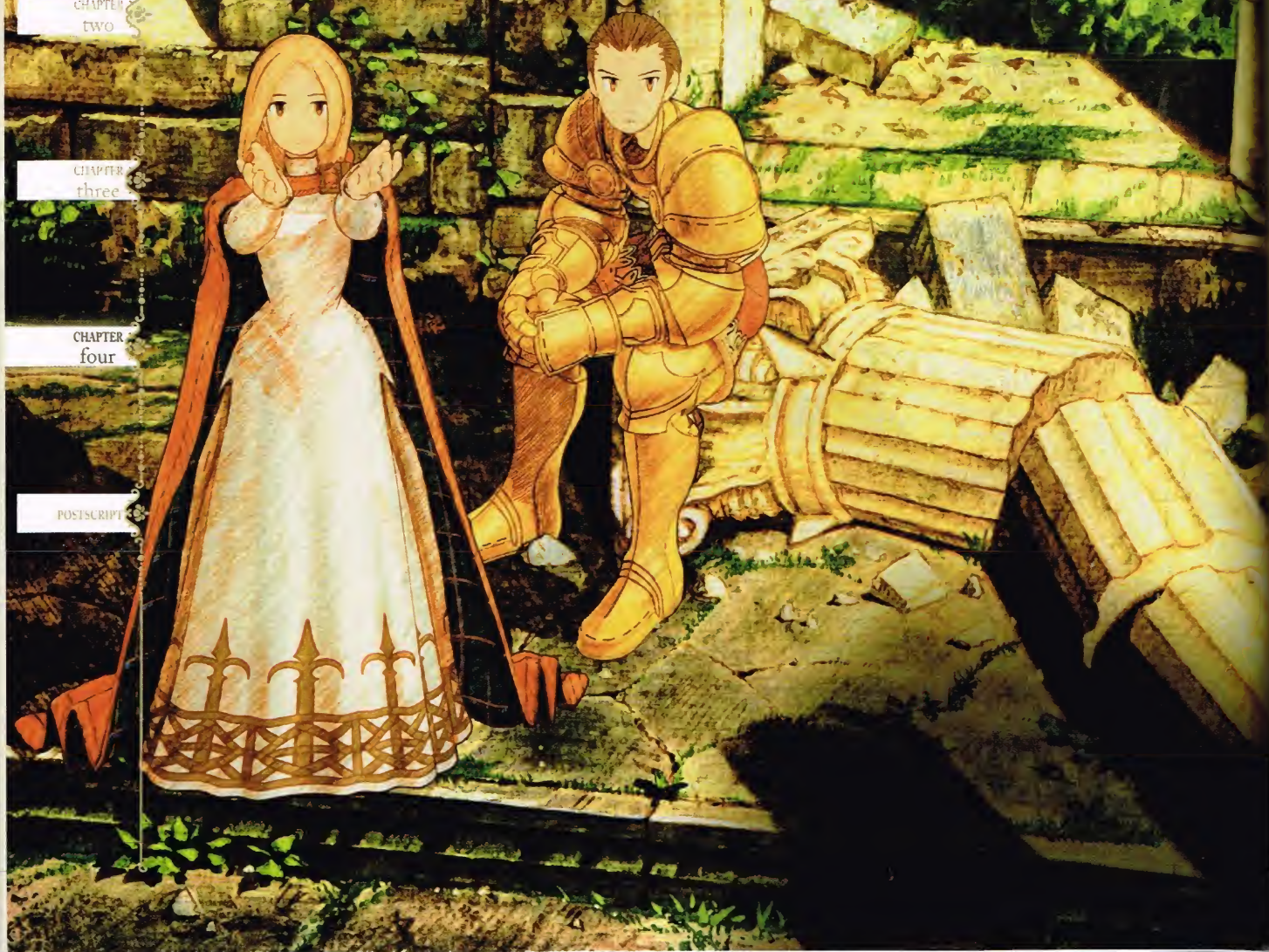
CHAPTER
one

CHAPTER
two

CHAPTER
three

CHAPTER
four

POSTSCRIPT



RENDEZVOUS: SHADES OF THE PAST

DEPLOYMENT SLOTS:

2 teams of 3 units each

VICTORY:

Defeat all enemies.

DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Zodiac	Bravery	Faith
1	Milleuda	Knight	F	♊	65	65
2	Random	Knight	M	Random	Random	Random
3	Random	Knight	M	Random	Random	Random
4	Random	Knight	M	Random	Random	Random
5	Random	Knight	M	Random	Random	Random
6	Random	Archer	M	Random	Random	Random
7	Random	Archer	M	Random	Random	Random
8	Random	White Mage	F	Random	Random	Random
9	Random	White Mage	F	Random	Random	Random

TACTICS:

Milleuda is equipped with Chantage, a potent accessory that grants permanent Reraise to the character that has it. This means that you can't actually win this battle unless everyone else on the map has already been defeated when you beat Milleuda. There are several complications to this: most units on the map have Lifefont, one of the White Mages has Soulbind, one of the Knights has Revive, and Milleuda can cast Arise. Persistence is largely what it takes to be victorious. If your team is powerful enough, you should be able to heap on damage much more quickly than your enemies can Raise fallen comrades. Be sure to take out the White Mages first, since they cast potent Time and Black Magicks.

OPTIMAL ZODIAC:

Male ♈ has a damage advantage against Milleuda now that she is ♊. Unfortunately, she's Safeguarded, so you can't steal her equipment. You can steal from her White Mages, but their Zodiac sign is randomized.

SUGGESTED DEPLOYMENT:

For this battle you need to have classes that can pile on damage quickly. Dragoons, Ninja, and Samurai all fit the bill. If you want to steal the Sortilège that the White Mages are carrying, you can field a Ninja with the Steal ability.



The angel icon indicates a character with Reraise status.



Isn't that Safeguard a shame?

DUGEURA PASS

DEPLOYMENT SLOTS:

5

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

3000 Gil
Diamond Armor



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	M	33	Random	Random	Random
B	Random	Archer	M	30	Random	Random	Random
C	Random	Black Mage	M	29	Random	Random	Random
D	Random	Black Mage	M	31	Random	Random	Random
E	Random	Dragoon	M	31	Random	Random	Random
F	Random	Dragoon	M	32	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A4	Ether	Diamond Sword
F7	Remedy	Wizard Rod
G1	Maiden's Kiss	Golden Staff
J8	Phoenix Down	Windsplash Bow

SUGGESTED DEPLOYMENT:

You may want to field your most powerful attackers with their most powerful skills on this map. This level is a pretty straightforward charge that doesn't require a lot of specific class skills to win. It is a fun level to deploy a female Thief or Ninja with Steal Heart, since the opposing force is completely comprised of males.

TACTICS:

This is a nice, easy fight. Get rid of the Black Mages, so you can take your time with the other enemies. However, even these "easy" enemies may possess alarming advanced skills like Thundaga and Vigilance. Also, they may wield equipment that is a bit better than what you can currently purchase. In this chapter, stealing and using advanced skills becomes more important than ever before.



A Ninja using Steal Heart is difficult to resist.



A Dragoon with Teleport is almost always exactly where he needs to be.

THE FREE CITY OF BERVENIA

DEPLOYMENT SLOTS:

2 team: one 3 units, one 2 units.

VICTORY:

Reduce Meliadoul's HP below 20%.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Jade Armlet
Remedy x 2



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Meliadoul	Divine Knight	F	35	♊	67	68
2	Random	Archer	F	31	Random	Random	Random
3	Random	Archer	F	32	Random	Random	Random
4	Random	Summoner	F	32	Random	Random	Random
5	Random	Summoner	F	32	Random	Random	Random
6	Random	Ninja	F	31	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B5	Potion	Brigandine
F6	Hi-Potion	Diamond Bracelet
H11	Ether	Ancient Sword
J3	Remedy	Ninja Blade

OPTIMAL ZODIAC:

Male ♊ has the best chance of stealing from Meliadoul, and you really, really want to try and take her Chantage and Defender.

Unlike Milleuda, Meliadoul does not have Safeguard equipped. If obtaining these items means fielding an entire party built around stealing from her, you may want to do just that. The Chantage is easily one of the best accessories in the game, and the Defender is hard to come by otherwise.

SUGGESTED DEPLOYMENT:

This depends on your approach to the battle. If you want the Chantage and Defender, give your Ninja the Steal ability with Steal Weapon and Steal Accessory. Field a Time Mage to Stop Meliadoul, and use Knights armed with Ancient Swords, Mystics, and other classes that can disable her, so you can steal from Meliadoul easily. If you do not want the Chantage, the usual complement of Ninja and Dragoon units should do the trick. Either way, give the units in your party Auto-Potion, so they can weather the attacks from the Summoners and Archers.

TACTICS:

First, get rid of the Ninja on the map. Then, focus on Meliadoul. If you plan to steal from her, pelt her with Rend Speed and Stop until you have managed to use Steal Accessory and Steal Weapon successfully. After that, put her out of her misery and walk off with your prizes.

Once you have an all-Ninja party and some of the powerful items that you can obtain by stealing, like the Chantage, you are rapidly approaching a form of invincibility. There are very few battles left in the game that can't be easily cleared by a party of Ninja using roughly these same abilities. Of course, you can become even more powerful by adding an Arithmetician or Orlandeau to your party.



A Ninja with optimal zodiac alignment has a very high chance of stealing the Chantage.



Without her weapon or accessory, Meliadoul won't last long.

FINNATH CREEK

DEPLOYMENT SLOTS:

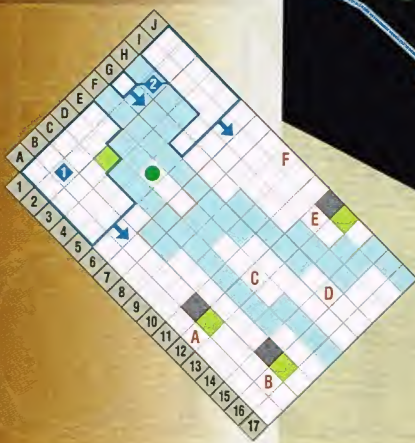
2 teams: 3 units, and 2 units

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Chocobo (Random)	N	Variable	Random	Random	Random
B	Random	Chocobo (Random)	N	Variable	Random	Random	Random
C	Random	Chocobo (Random) or Pig	N	Variable	Random	Random	Random
D	Random	Chocobo (Random)	N	Variable	Random	Random	Random
E	Random	Chocobo (Random)	N	Variable	Random	Random	Random
F	Random	Chocobo (Random)	N	Variable	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B12	Maiden's Kiss	Pantherskin Bag
C16	Phoenix Down	Diamond Shield
D3	Potion	Black Cowl
J13	Hi-Potion	Power Garb

SUGGESTED DEPLOYMENT:

A full brigade of Ninja units should be a formidable force against the Chocobos on this map. Just be sure to give them the Items command in case you need to perform some emergency healing.

TACTICS:

In this battle you are put up against an assortment of up to six random Chocobo types, either the standard yellow, Black, or Red. One of them may be a Pig, as well. So, the difficulty of the mission is somewhat dependant upon the type of Chocobos that show up. This mission plays out very similarly to your battle with Teioh back in Chapter 2, but it is vastly easier.



Ramza's right. A character in Depth 2 water won't be able to attack.



Choco Meteor can devastate a lightly-armored party member like this.

OUTLYING CHURCH

DEPLOYMENT SLOTS:

5

VICTORY:

Defeat Zalmour.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Angel Ring



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Zalmour	Celebrant	M	35	♈	54	78
2	Random	Knight	M	32	Random	Random	Random
3	Random	Knight	M	33	Random	Random	Random
4	Random	Knight	M	33	Random	Random	Random
5	Random	Mystic	M	32	Random	Random	Random
6	Random	Mystic	M	33	Random	Random	Random

ALLIES:

#	Ally	Job	Gender	Zodiac	Bravery	Faith
1	Delita	Holy Knight	M	♈	75	60

OPTIMAL ZODIAC:

Female ♈ has a damage advantage against Zalmour. Stealing from him may be a wasted effort, since everything on his person can be purchased from shops.

SUGGESTED DEPLOYMENT:

A full brigade of Ninja should still be able to inflict their dominance on this map. However, there are enemy Mystics on this field, so you may want to field a Monk with Purification (or a Chemist) to take care of whatever status ailments they may inflict. With the use of Ignore Elevation or Teleport, you should be able to get to Zalmour long before his escort can stop your advance.

TACTICS:

Defeating Zalmour ends the battle, and he's pitifully weak. One or two attacks will probably finish him.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
C2	Ether	White Robe
E5	Maiden's Kiss	Japa Mala
E6	Remedy	Magick Ring
H6	Phoenix Down	Assassin's Dagger



A lucky Teleport can have you at Zalmour's side instantly.



Ignore Elevation can also get you to Zalmour in one turn.

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

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WALKTHROUGH

BEDDHA SANDWASTE

DEPLOYMENT SLOTS:

5

VICTORY:

Barich is defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

5000 Gil



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Barich	Machinist	M	35	♈	64	62
B	Random	Knight	F	32	Random	Random	Random
C	Random	Knight	F	33	Random	Random	Random
D	Random	Archer	F	32	Random	Random	Random
E	Random	Archer	F	33	Random	Random	Random
F	Random	Black Mage	F	32	Random	Random	Random

OPTIMAL ZODIAC:

Female ♊ has the best chance of stealing from Barich. He carries the Glacial Gun, which can only be found here and in the Midlight's Deep dungeon. It is not a bad idea to try and get it now, since it is an excellent weapon for any Chemist or Orator (whenever you decide to use one in a battle).

SUGGESTED DEPLOYMENT:

If you want to steal the Glacial Gun, you may want to field the same team against Barich that you did against Meliadoul. However, don't try to start stealing until the Black Mage is defeated. Make sure you use Auto-Potion instead of Shirahadori for defense, since Barich's Glacial Gun does magickal damage.

TACTICS:

Focus on defeating Barich's Black Mage, then swarm him. The other enemies can be ignored but, if you want to steal from Barich, you may want to eliminate them just to make the theft more manageable.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
D5	Hi-Potion	Yagyu Darkrood
E9	Hi-Potion	Yagyu Darkrood
I4	Hi-Potion	Yagyu Darkrood
I9	Hi-Potion	Yagyu Darkrood



The Poison status will fade before it can do your characters serious harm.



It may take two or three tries, but you can definitely get that gun.

FORT BESSELAT: SOUTH WALL

DEPLOYMENT SLOTS:

5

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

South Wall: Circlet

North Wall: Carabineer

Mail



ENEMIES (SOUTH):

Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
Random	Knight	M	33	Random	Random	Random
Random	Knight	M	34	Random	Random	Random
Random	Knight	M	35	Random	Random	Random
Random	Archer	M	33	Random	Random	Random
Random	Archer	M	34	Random	Random	Random
Random	Thief	M	33	Random	Random	Random
Random	Ninja	M	34	Random	Random	Random

HIDDEN TREASURES (SOUTH):

Grid	Normal Drop	Rare Drop
B2	Phoenix Down	Yagyu Darkrood
C9	Hi-Potion	Platinum Shield
E6	X-Potion	Gold Hairpin
H11	Hi-Ether	Carabineer Mail

SUGGESTED DEPLOYMENT:

Your approach for the next two battles should be very similar. It is advised that you field a team of Ninja with either Ignore Elevation (or Teleport) and the Items ability equipped. If you opt for the North battle, give your Ninja units Auto-Potion, and for the South battle you may want to use Shirahadori. It is also wise to equip your female characters with Nu Khai Armbands if you opt for the South battle. If you decide to try the North battle, you may want one of your Ninja units to have Treasure Hunter equipped.

TACTICS:

While the Fort Besselat battles are consecutive, they are probably the easiest series of consecutive fights in the game. However, you should keep a save file of your progress before entering Besselat on hand just in case. But, having trouble with completing the battles is unlikely.

You can choose to do the South or North battle, but not both. Generally, the South battle features more enemies. The enemies in the North battle are fewer, but more dangerous individually.

Neither battle should tax your troops, but the South battle is probably going to be easier and more quickly beaten. Unless you are very interested in the hidden treasures, the South battle may be a better option. The strategy for both battles should be very similar: pick off the most dangerous enemies first, and work your way back to the others.



Ignore Elevation lets you attack this Ninja immediately.



Enemies at higher elevations should be dealt with before moving below.

FORT BESSELAT: NORTH WALL

DEPLOYMENT SLOTS:

5

VICTORY:

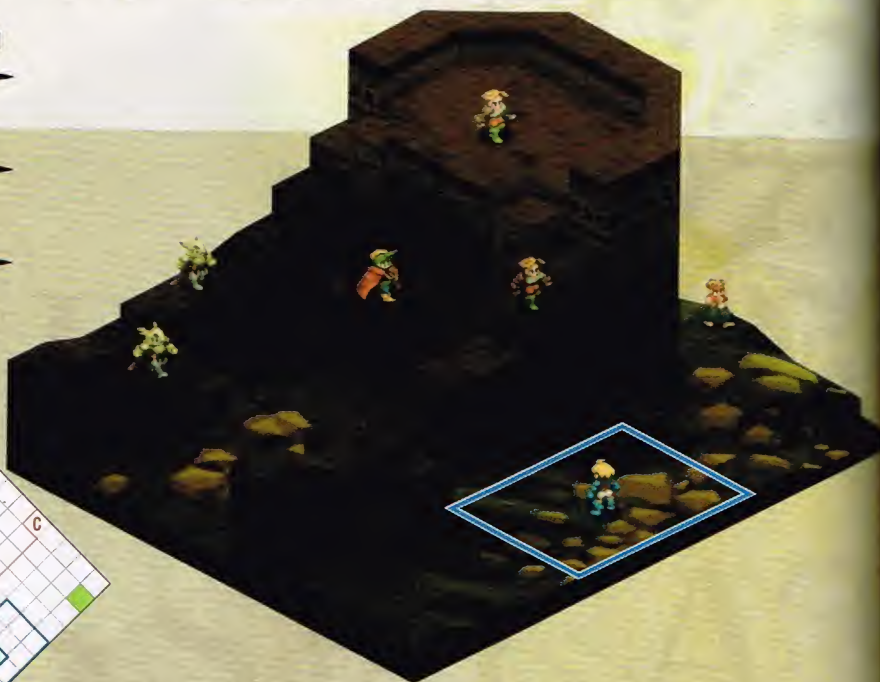
All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

South Wall: Circlet
North Wall: Carabineer
Mail



ENEMIES (NORTH):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Archer	M	34	Random	Random	Random
B	Random	Archer	M	36	Random	Random	Random
C	Random	Monk	M	35	Random	Random	Random
D	Random	Summoner	M	35	Random	Random	Random
E	Random	Dragoon	M	34	Random	Random	Random
F	Random	Dragoon	M	33	Random	Random	Random

HIDDEN TREASURES (NORTH):

Grid	Normal Drop	Rare Drop
A1	Remedy	Yagyu Darkrood
D8	Phoenix Down	Air Knife
K4	Hi-Potion	Runeblade
L11	X-Potion	Kiku-ichimonji

TACTICS:

The items you can find with Treasure Hunter in the North battle are of much higher quality than those in the South battle, but you can eventually buy all of these items a little later in the Chapter.

In the North battle, the most dangerous enemies are the Summoner and two Dragoons. When you try to get the hidden treasures in the North battle, try to leave one enemy alive, possibly Charmed by Steal Heart, while your Ninja with the lowest Bravery moves around to the tiles that contain treasure.



Not bad, for a freebie.



The enemies here don't stand a chance against a unit with Steal Heart.

FORT BESSELAT SLUICE

DEPLOYMENT SLOTS:

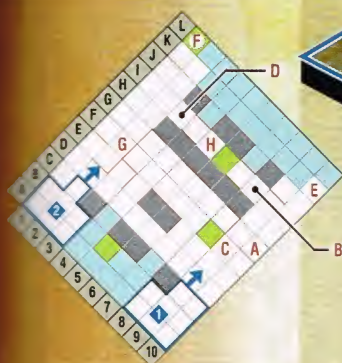
2 teams: 3 units and 2 units

VICTORY:

All enemies defeated.
Open the sluice gate by
moving units to I3 and I8.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Knight	M	35	Random	Random	Random
2	Random	Knight	M	35	Random	Random	Random
3	Random	Knight	M	36	Random	Random	Random
4	Random	Knight	M	36	Random	Random	Random
5	Random	Archer	M	36	Random	Random	Random
6	Random	Archer	M	37	Random	Random	Random
7	Random	Black Mage	M	35	Random	Random	Random
8	Random	Black Mage	M	39	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B5	Hi-Ether	Crystal Shield
F8	Remedy	Crystal Helm
I6	Phoenix Down	Lambent Hat
L1	Hi-Potion	Crystal Mail

SUGGESTED DEPLOYMENT:

Your Ninja are perfectly suited for this battle with Auto-Potion
and Ignore Elevation or Teleport equipped for the combat.

TACTICS:

You can try to win this battle by killing the Knights on the sluice
levers at I3 and I8. Wait for their bodies to disappear, then move
your own units onto the levers. With a party as powerful as the
one that you can field now, it may be just as easy to eliminate all
the enemies and win in this manner.



The Knight standing on the sluice lever never moves.



You can't actually get to the sluice until the Knight's body times out.

WALKTHROUGH

STORY

STORY

STORY

STORY

STORY

STORY

STORY

STORY

STORY

MOUNT GERMINAS

DEPLOYMENT SLOTS:

2 teams: 3 units and 2 units

VICTORY:

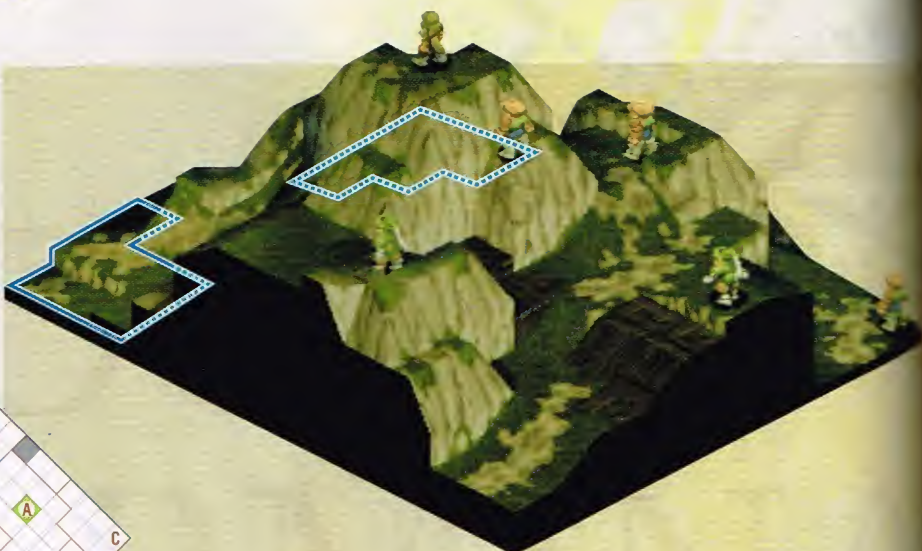
All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

7700 Gil
Winged Boots
Germinas Boots



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Archer	M	35	Random	Random	Random
B	Random	Archer	M	36	Random	Random	Random
C	Random	Archer	M	37	Random	Random	Random
D	Random	Thief	M	36	Random	Random	Random
E	Random	Thief	M	37	Random	Random	Random
F	Random	Ninja	M	38	Random	Random	Random

SUGGESTED DEPLOYMENT:

Your compliment of Ninja units should have no trouble with this battle. Use Shirahadori, Items, and possibly Safeguard, since some of the Archers may use Arts of War to Rend your items. Ignore Elevation and Teleport for movement are a must for this particular map.

TACTICS:

Focus on the Ninja who acts as the group's leader. Then, scatter around the map to eliminate the Archers first. These units can take great advantage of the uneven terrain. When you have eliminated the threat from above, you can move to eliminate the Thieves that are left over.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
D9	Potion	Ninja Longblade
D1	Hi-Potion	Platinum Sword
E6	Ether	Invisibility Cloak
H8	Remedy	Morning Star



Although Flails can be powerful, they can also yield shockingly low damage occasion.



Defeat the Ninja, and the rest of the battle is easy.

LAKE POESCAS

DEPLOYMENT SLOTS:

5

VICTORY:

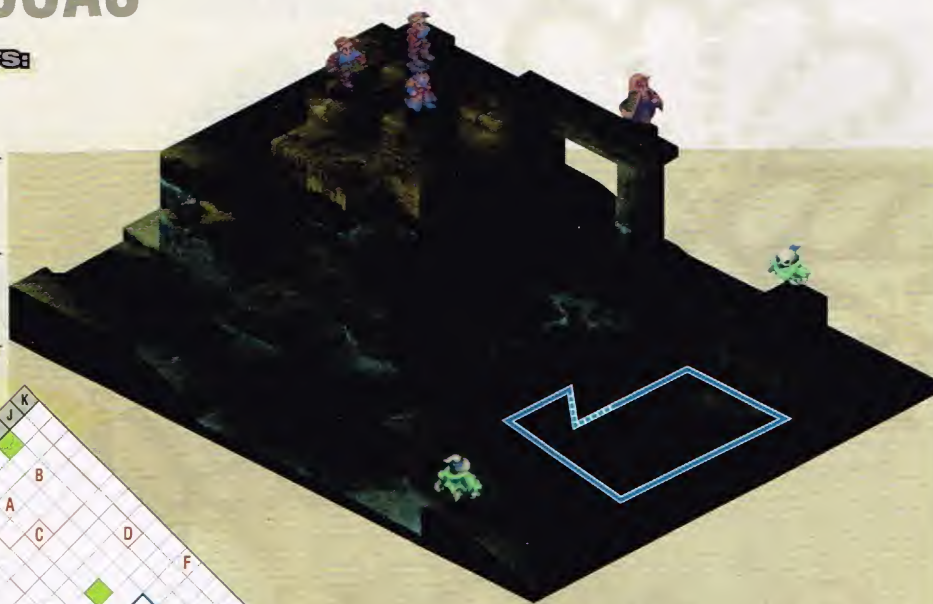
All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Phoenix Down x2



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Archer (Undead)	M	37	Random	Random	Random
2	Random	Archer (Undead)	M	37	Random	Random	Random
3	Random	Mystic (Undead)	F	38	Random	Random	Random
4	Random	Summoner (Undead)	F	36	Random	Random	Random
5	Random	Revenant	N	Equal	Random	Random	Random
6	Random	Revenant	N	Equal	Random	Random	Random

SUGGESTED DEPLOYMENT:

With undead units on the field, it may be a good time to field Chemists and start throwing around Phoenix Downs. It is important that all of the necessary sub-abilities are still equipped: Auto-Potion, Ignore Elevation, and Teleport.

TACTICS:

The main complication for this battle is the strength of the undead units. You need to eliminate the Summoner and Mystic quickly, before they can bring their truly powerful spells into play. Once these factors have been eliminated, this should be a pretty straightforward battle.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
D1	Maiden's Kiss	Cashmere
F2	Phoenix Down	Platinum Helm
G9	Potion	Circlet
I1	Hi-Potion	Platinum Armor



The undead here pose little threat, provided you can defeat them quickly.



Your Chemists will be very vulnerable to the damage dealt by Summon spells.

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

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WALKTHROUGH

WALKTHROUGH

WALKTHROUGH

LIMBERRY CASTLE GATE

DEPLOYMENT SLOTS:

5

VICTORY:

Celia and Lettie's HP reduced to 20% or below.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Echo Herbs



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Lettie	Assassin	F	37	♈	65	70
B	Celia	Assassin	F	38	♊	65	70
C	Random	Reaver	N	Equal	Random	Random	Random
D	Random	Reaver	N	Equal	Random	Random	Random
E	Random	Reaver	N	Equal	Random	Random	Random
F	Random	Reaver	N	Equal	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
C8	Ether	Gaia Gear
D1	Remedy	Black Robe
H4	Phoenix Down	Bracer
H10	Maiden's Kiss	Hermes Shoes

OPTIMAL ZODIAC:

Male ♊ has best compatibility for Lettie, and male ♈ for Celia. Note that you can steal items from both of them; however, their equipment in this fracas is not as desirable.

SUGGESTED DEPLOYMENT:

Before you enter Limberry, you may wish to take a brief pause to build up your party's JP. It may be in your best interests to raise some strong Monks and give them the First Strike ability. You may also want to turn your best spellcaster into an Arithmetician with potent spells like Holy and Flare. While this is not absolutely necessary for beating the level, it makes the battles a lot less troublesome by ensuring that they end quickly.

Outfit your units with gear that resists Lettie and Celia's many abilities: Chameleon Robes, Nu Khai Armbands, and Jade Armlets. Ideally, you should try to stop them quickly, before any of their status ailments begin to take effect.

TACTICS:

This begins another series of consecutive battles, and arguably the most difficult in the game. Fortunately, the optimized party that sees you through here should soundly trounce the battles that follow. As always, be sure to keep a separate save file before you enter Limberry, so you can start over if you are overwhelmed.

Focus your efforts on Lettie and Celia, and ignore the Reavers as much as you can for now. Unless you are attempting to gain Ultima from this stage for Ramza, there is no reason to linger on this level for long. If you have fully leveled your Arithmetician, you may be able to take out Lettie and Celia with one move.



With Arithmetics, it's just a matter of setting up the shot...



...and knocking the enemy down.

LIMBERRY CASTLE KEEP

DEPLOYMENT SLOTS:

5

VICTORY:

Reduce Elmdore's HP below 25%.

DEFEAT:

Ramza is killed.



ENEMIES (PHASE 1):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Elmdore	Ark Knight	M	41	♊	70	70
2	Lettie	Assassin	F	38	♊	65	70
3	Celia	Assassin	F	39	♊	65	70

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A3	Potion	Vampire Cape
D9	Hi-Potion	Spellbinder
G11	Ether	Ice Brand
J13	Remedy	Muramasa

OPTIMAL ZODIAC:

You are stuck back where you were in the Riovanes Roof battle, with ♊, ♊, ♊ and ♊ all at a disadvantage. There is no real way to create an advantage here (unless you have the opposite zodiac signs) and stealing may be a dangerous proposition.

SUGGESTED DEPLOYMENT:

Monks or Ninja with Martial Arts are recommended units for use here. Techniques like Shockwave and Aurablast let you fight at a safe distance, while also breaking through Elmdore's Shirahadori defense. Make sure that your Black Mage, or Arithmetician, is equipped with the Japa Mala accessory in addition to the Chameleon Robe. If one of your units is female, give her the Chantage and Barette.

TACTICS:

If you defeat Lettie and Celia, they turn into Ultima Demons. This result is really not worth the effort. Instead, focus your blows on Elmdore. If you can connect a potent spell like Flare, you can put him down with only a few extra blows from your Monks. The longer this battle drags out, the more dangerous it becomes, so you are advised to end it quickly.



Shirahadori offers no protection against Martial Arts.



Elmdore has no defenses against Flare, either.

RAMZA

LORECAVES
& JOBS

WALKTHROUGH

ADVENTURE
COMBAT GUIDE

SPELLS GUIDE

MIDWINTER
DREAM

WALKTHROUGH

ADVENTURE
COMBAT GUIDE

WALKTHROUGH

ADVENTURE

WALKTHROUGH

LIMBERRY CASTLE INNER COURT

DEPLOYMENT SLOTS:

5 units

VICTORY:

Argath is defeated.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Argath	Deathknight	M	40	♊	78	25
B	Random	Ultima Demon	N	31	Random	Random	Random
C	Random	Ultima Demon	N	32	Random	Random	Random
D	Random	Ultima Demon	N	33	Random	Random	Random
E	Random	Ultima Demon	N	34	Random	Random	Random
F	Random	Ultima Demon	N	35	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A13	Potion	Hi-Potion

OPTIMAL ZODIAC:

Female ♊ has a tremendous damage advantage against Argath. Unfortunately, he's Safeguarded, so you cannot take his equipment.

SUGGESTED DEPLOYMENT:

You can use a team of Ninja plus a Black Mage/Arithmetician that has been recommended for previous battles. However, it is important to remember that Argath has Reflect and a ridiculously low Faith statistic to begin with. There isn't much for a mage to do in this battle besides casting Haste in support.

TACTICS:

This level is a great place to learn Ultima, since Argath's escort of Ultima Demons are both numerous and relatively weak. Otherwise, this is a fairly straightforward battle that will be determined by physical damage. If you field Ninja units, your speed advantage should help you easily overwhelm Argath.



This PSP exclusive level brings Argath back from the dead, as cold-hearted as ever.



His Fell Knight abilities aren't quite as dangerous as Holy Knight powers, but they should still not be taken lightly.

EAGROSE CASTLE KEEP

DEPLOYMENT SLOTS:

5

VICTORY:

Phase 1: Dycedarg is defeated.

Phase 2: Adrammelech is defeated.

DEFEAT:

Ramza is killed.



ENEMIES (PHASE ONE):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Dycedarg	Rune Knight	M	43	♊	66	77
B	Random	Knight	M	37	Random	Random	Random
C	Random	Knight	M	37	Random	Random	Random
D	Random	Knight	M	38	Random	Random	Random
E	Random	Knight	M	38	Random	Random	Random
F	Random	Knight	M	39	Random	Random	Random

ENEMIES (PHASE TWO):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
G	Adrammelech	The Wroth	M	46	♊	66	77

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Zalbaag	Ark Knight	M	42	♊	67	72

OPTIMAL ZODIAC:

♊ and ♋ have a damage advantage in the battle against Adrammelech. Against Dycedarg, female ♋ has an advantage. While Dycedarg's equipment is decent, it may not be worth the danger to rob him. You may want to send someone with Treasure Hunter after the very useful Blood Sword that can be obtained on this map, however.

SUGGESTED DEPLOYMENT:

Speed is of the essence against Dycedarg and Adrammelech, so you may want to field your Ninja retinue.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B7	Hi-Potion	Featherweave Cloak
E1	X-Potion	Thief's Cap
G4	Hi-Ether	Blood Sword
H7	Remedy	Healing Staff

Turn your Black Mage into a Summoner with Arithmeticks for the duration of this battle, so you have the ability to use Carbuncle and Golem to protect your fighters. It is also important to equip Safeguard (since many of the enemies on this map may choose to Rend your equipment) and Jade Armbands to ward off status ailments.

TACTICS:

In such a small map, rushing Dycedarg with your units is the most painless way to take him out quickly. Don't waste time on his cohort of Knights, who disappear when Dycedarg transforms into Adrammelech. Note that Dycedarg uses Holy Knight skills, and in that regard is almost more dangerous than his Lucavi form. Arithmeticks are very useful against him since they allow the caster to attack instantly, and from a safe distance.

Adrammelech likes to cast potent spells like Flare and Bahamut, and is likely to go after your caster immediately. If you want to use Golem to protect your party of Ninja, your Summoner must cast it when Dycedarg is on the field. As for damaging Adrammelech, your Ninja should be able to take advantage of his relatively low speed and can do tremendous damage with simple physical attacks. Even without enhancements like Haste, some party members may have multiple turns between Adrammelech's actions.

MULLONDE CATHEDRAL

DEPLOYMENT SLOTS:

2 teams: 3 units and 2 units

VICTORY:

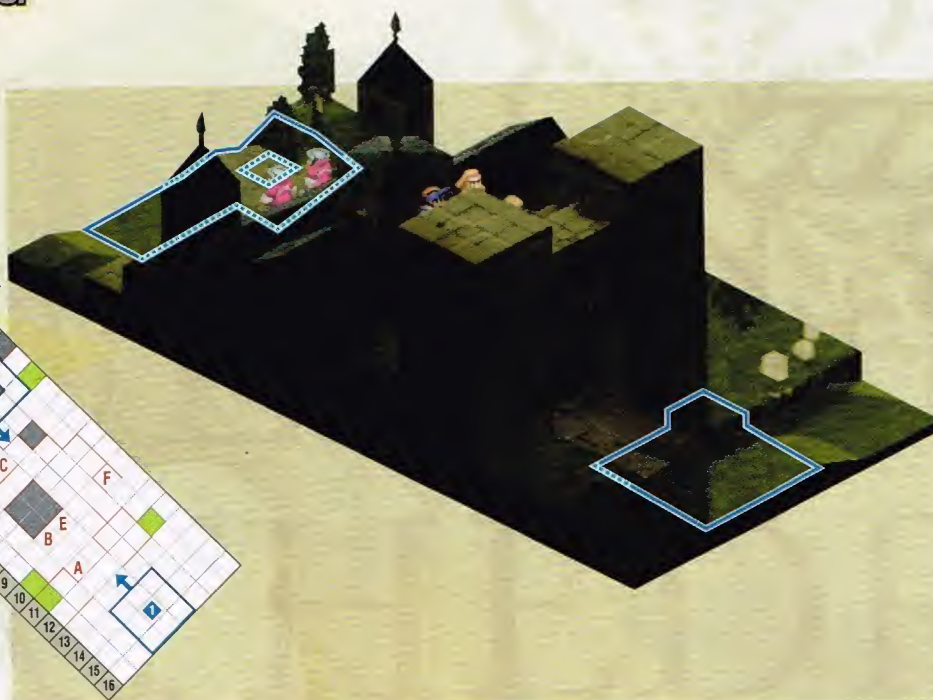
All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES

X-Potion



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	White Mage	M	40	Random	Random	Random
B	Random	Summoner	M	39	Variable	Random	Random
C	Random	Orator	M	38	Variable	Random	Random
D	Random	Orator	M	39	Variable	Random	Random
E	Random	Geomancer	M	39	Variable	Random	Random
F	Random	Geomancer	M	40	Variable	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A10	Hi-Potion	Elixir
A11	Phoenix Down	Elixir
G12	X-Potion	Elixir
H3	Hi-Ether	Hi-Potion

SUGGESTED DEPLOYMENT:

You can use the party of Ninja and Black Mage/Arithmetician that has put up a good fight in most cases on this map as well. Just make sure that you equip Auto-Potion as your reaction ability. If you have developed an Orator, this may not be a bad time to field them. Using Insult on any of the units here can easily neutralize them.

TACTICS:

Mullonde begins another series of consecutive battles, and you should duly set aside a save file before entering. (In general, it's best to keep many save files for Chapter 4 lying around; you can check the Walkthrough Postscript after this chapter walkthrough for details as to why.) Still, Mullonde should give you little trouble, simply because your units should be very powerful by this point.

It may be easy to underestimate this particular map, but don't. While this walkthrough doesn't recommend Orators or Geomancers very often, they can be very powerful classes at higher levels. Your best chance for offense is to focus on speed in an attempt to have as many turns as possible to use your Arithmeticks for instant spells. Have your Orator use the Glacial Gun you stole from Barich and use Insult on units foolish enough to draw near.



A potent Orator can repeatedly inflict Doom on enemies at no cost.



The Glacial Gun acts much like a Blizzara spell that you can cast at will over long distances.

MULLONDE CATHEDRAL NAVE

DEPLOYMENT SLOTS:

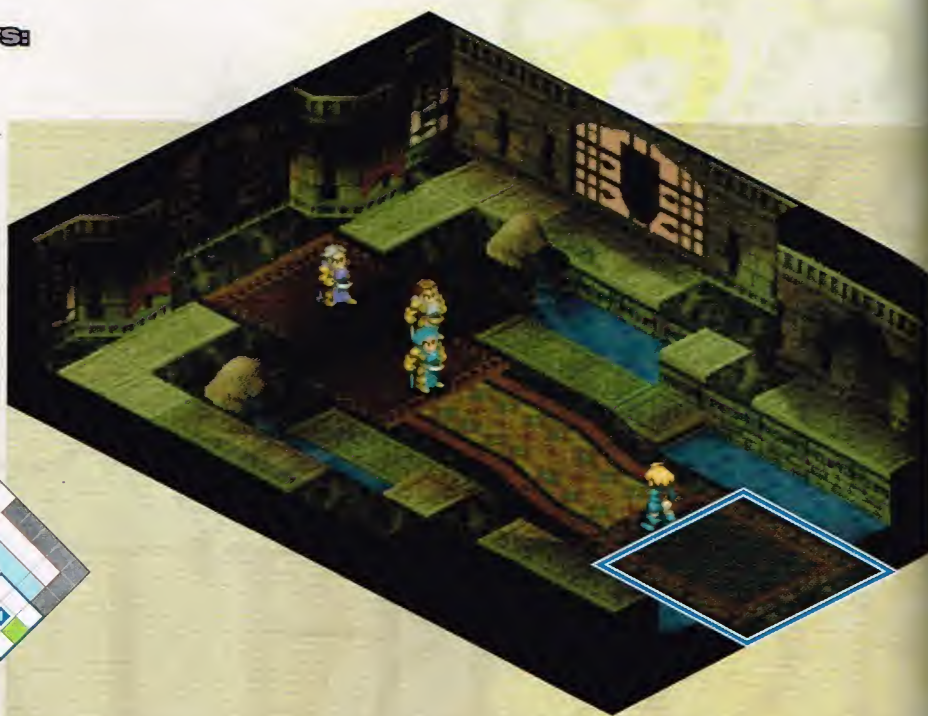
5

VICTORY:

Reduce Folmarv's HP to 10% or less.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Loffrey	Divine Knight	M	45	♊	60	68
B	Folmarv	Divine Knight	M	46	♈	65	70
C	Cletienne	Sorcerer	M	44	♎	51	81

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
E1	X-Potion	Elixir
E5	Hi-Potion	Elixir
E9	Phoenix Down	Elixir
E13	Remedy	Elixir

OPTIMAL ZODIAC:

Female characters can dominate this battle if you want to steal, but only Cletienne's Dragon Rod is really worth the effort to take. ♊ is best against Loffrey, ♈ against Folmarv, and ♎ against Cletienne. What is interesting about this battle is that all of the optimal signs are no worse than a neutral match with the other enemies. This makes getting the damage or stealing advantage more likely.

SUGGESTED DEPLOYMENT:

The speed of Ninja gives you an advantage over these Knights, who do crushing damage if they are allowed to act. Equip your Ninja with Arts of War if you want to Rend your enemy's weapons; none of them are Safeguarded. Equip items that enhance speed, like the Thief's Cap and Hermes Shoes, as well as Safeguard to protect your equipment against one of the Knights using their sword skills. Also, deploy your Black Mage/Arithmetician, who can further enhance the party's speed with an instant Haste. You may want to deploy an Orator to reduce the Folmarv's Bravery, or just to take potshots from the back of the map with the Glacial Gun.

TACTICS:

If you have the speed to beat these enemies to the punch, then you don't need to do much more than attack consecutively. Arithmeticks can be a useful source of damage, as can a character using the Glacial Gun. Rend their weapons if you want to reduce the damage that you might take, although that won't stop Cletienne's spellcasting. It does make Folmarv more manageable, though.



The Glacial Gun is incredibly potent in this battle.



Folmarv talks big, but the Templars aren't quite so dangerous in this particular battle.

MULLONDE CATHEDRAL SANCTUARY

DEPLOYMENT SLOTS:

5

VICTORY:

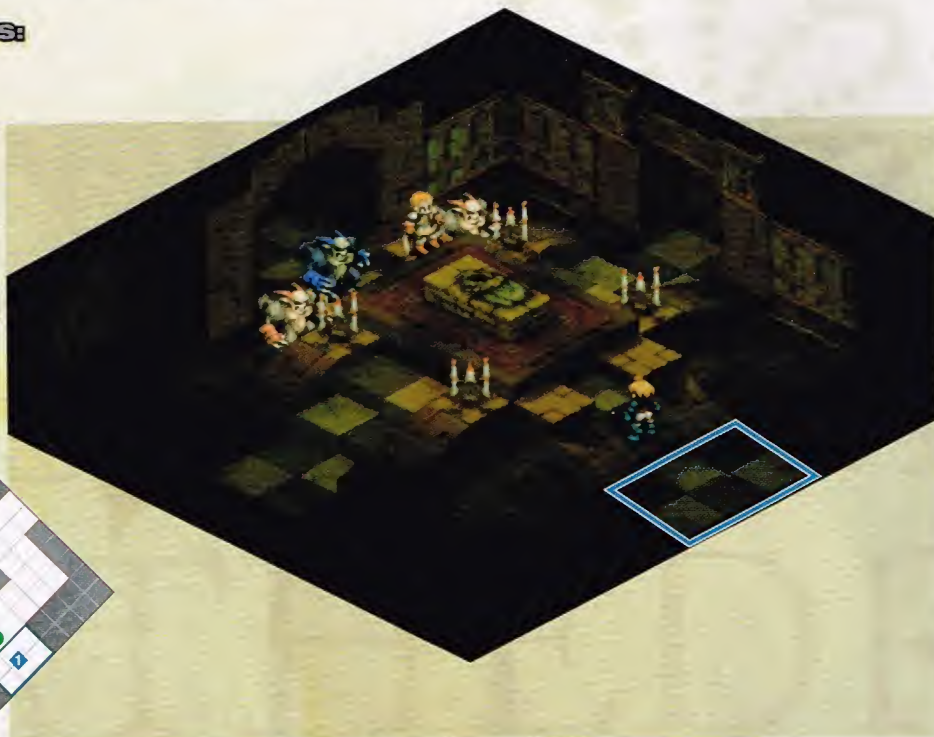
Zalbaag is defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Elixir



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Zalbaag	Ark Knight	M	47	♊	33	77
2	Random	Archaeodaemon	N	Equal	Random	Random	Random
3	Random	Archaeodaemon	N	Equal	Random	Random	Random
4	Random	Ultima Demon	N	Equal	Random	Random	Random

OPTIMAL ZODIAC:

Female ♊ has a clear advantage against Zalbaag here, but it helps more with fighting than stealing. Zalbaag's equipment is just not important enough to outweigh the risk.

SUGGESTED DEPLOYMENT:

Swap your Ninja out for Monks, so you can attack Zalbaag from a distance. Getting close to him is not advised. You may also want to deploy an Orator to reduce his Bravery, and your Black Mage/Arithmetician to cast Haste or Flare. Equip your party with Japa Mala accessories to protect against the deadly Vampire status ailment that Zalbaag sometimes inflicts. You can cure Vampire by teaching someone to use Holy Water, but this is risky, since anyone with Vampire can pass it on to anyone else if they get a turn to act.

TACTICS:

Even an ordinary enemy can become a handful if they happen to have the Adrenaline Rush reaction ability. On an already-powerful Ark Knight like Zalbaag, it can easily make him too much to handle, especially when coupled with his other skills. Use your Orator to reduce his Bravery while your Black Mage uses Arithmetics and Black Magicks on the field. Once Zalbaag's Bravery is reduced, send in your Monks to attack with Shockwave and Aurablast.



If an ally is turned into a Vampire and you can't cure him or her, you have no choice but to defeat them.



After all, you can use your Arithmetics to bring them back next turn.

MAP

CHARACTERS
JOBS

WALKTHROUGH

CHARACTERS
JOBS

CHARACTERS
JOBS

CHARACTERS
JOBS

CHARACTERS
JOBS

CHARACTERS
JOBS

CHARACTERS
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MONASTERY VAULTS: FOURTH LEVEL

DEPLOYMENT SLOTS:

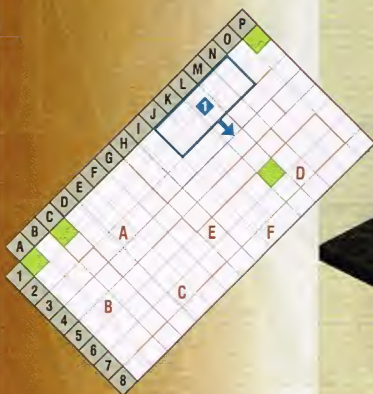
5

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Knight	M	48	Random	Random	Random
B	Random	Knight	M	49	Random	Random	Random
C	Random	Knight	M	49	Random	Random	Random
D	Random	Archer	M	48	Random	Random	Random
E	Random	Monk	M	50	Random	Random	Random
F	Random	Monk	M	51	Random	Random	Random

HIDDEN TREASURES:

Grid	Item Drop
A1	Elixir
C1	Elixir
L6	Elixir
P1	Elixir

SUGGESTED DEPLOYMENT:

Although they are all normal job types, these enemies are potent attackers. Shirahadori and First Strike aren't much of a defense because of the Monks. Instead, change your Arithmetician into a Summoner and learn Golem. If your Ninja know Reflexes, they can equip the powerful Featherweave Cloak and reduce the enemy's hit chances to nearly nothing.

TACTICS:

Your return to Orbonne Monastery marks the beginning of a series of six consecutive battles that continue until the game's very end. Do not go to Orbonne until you have purchased everything you could possibly want from the shops on the world map, earned all of the JP you want your characters to have, and are generally ready to attempt finishing the game. As always, keep a spare save file before your entrance into Orbonne on hand, so you can try again, if necessary.

The enemies here are powerful enough to stop a normal band, but your characters should be ridiculously strong by now. Have your Summoner use Golem as a first move, then have the others attack relentlessly. It should be over quickly if you are ready to face the battles beyond.



It's very easy to use Arithmetics for casting Haste on your entire party at once.



While rare, it is possible for a spell to be blocked by an enemy.

MONASTERY

DEPLOYMENT SLOTS:

5

VICTORY:

Loffrey is defeated.

DEFEAT:

Ramza is killed.

**ENEMIES:**

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Loffrey	Divine Knight	M	54	♊	60	68
2	Random	Black Mage	M	50	Random	Random	Random
3	Random	Black Mage	M	52	Random	Random	Random
4	Random	Time Mage	M	52	Random	Random	Random
5	Random	Summoner	M	50	Random	Random	Random
6	Random	Summoner	M	52	Random	Random	Random

HIDDEN TREASURES:

Grid	Item Drop
A1	Elixir
F9	Elixir
G9	Elixir
L1	Elixir

OPTIMAL ZODIAC:

Female ♀ has the advantage against Loffrey. His equipment isn't really worth stealing, however.

SUGGESTED DEPLOYMENT:

Your speedy entourage of Ninja has a tremendous advantage in this level, and you can enhance it by equipping them with the Thief's Cap and Safeguarding it from Loffrey's Arts of War skills. Since you may rely on Items and Auto-Potion for healing, try equipping Reflect Rings to your party members. This makes you more or less immune to the Black and Time Mage spells. They do not work against Summon magick, so have your Black Mage/Arithmetician deal with this problem as soon as possible.

TACTICS:

You only need to beat Loffrey to win, so focus your attacks on him. He is not Safeguarded, so you can easily Rend his equipment if you like. Generally, the battle is easiest if you just focus on destroying him before the other Mages (especially the Summoners) can finish casting their spells.



Loffrey's mages aren't particularly strong casters.



Don't forget about the Ninja Throw ability. It is very good for picking off weakened enemies.

NECROHOL OF MULLONDE

DEPLOYMENT SLOTS:

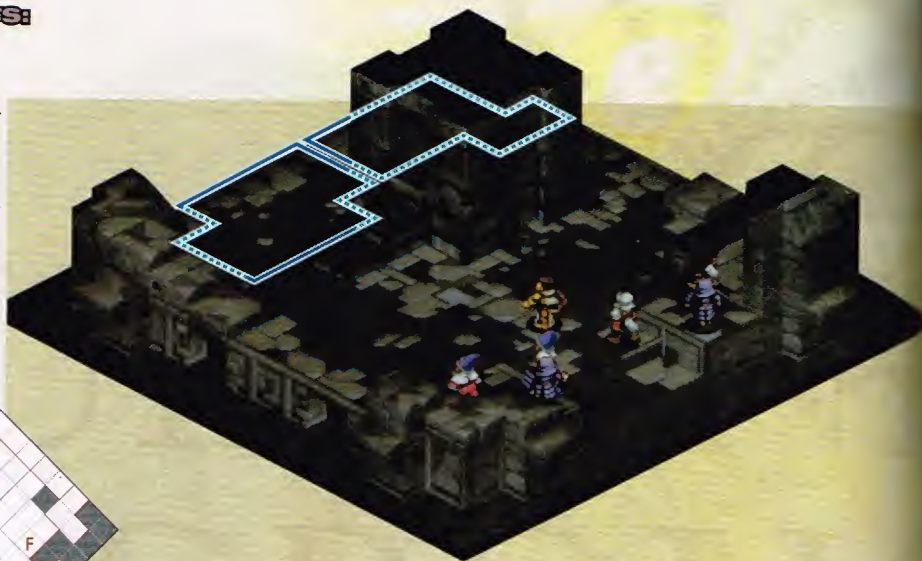
2 teams: 3 units and 2 units

VICTORY:

Cletienne is defeated.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Cletienne	Sorceror	M	54	♊	51	61
B	Random	Time Mage	M	51	Random	Random	Random
C	Random	Time Mage	M	52	Random	Random	Random
D	Random	Samurai	M	52	Random	Random	Random
E	Random	Samurai	M	53	Random	Random	Random
F	Random	Ninja	M	51	Random	Random	Random
G	Random	Ninja	M	53	Random	Random	Random

OPTIMAL ZODIAC:

Female ♎.

SUGGESTED DEPLOYMENT:

You may not have a lot of defensive options besides Auto-Potion for this battle. Make your Arithmetician into a Summoner, so he can cast Golem on his first turn. Deploy the rest of your party as Ninja with speed-boosting equipment.

TACTICS:

Cletienne uses Summoning on this go-round, and he has access to powerful beasts like Bahamut and Leviathan. You want to beat him as quickly as possible, although it is worth noting that his escort is not as fearsome as it looks. Use your Summoner/Arithmetician to first cast Golem, then cast Haste and other support magick on your party. You just need your party to survive long enough to bring Cletienne down.

HIDDEN TREASURES:

Grid	Item Drop
A4	Elixir
D1	Elixir
J5	Elixir
L1	Elixir



If an Arithmetician that would win the battle calls for casting the spell on your allies, do it.



Only one party member needs to be standing at the end of a battle for it to count as a victory.

LOST HALIDOM

DEPLOYMENT SLOTS:

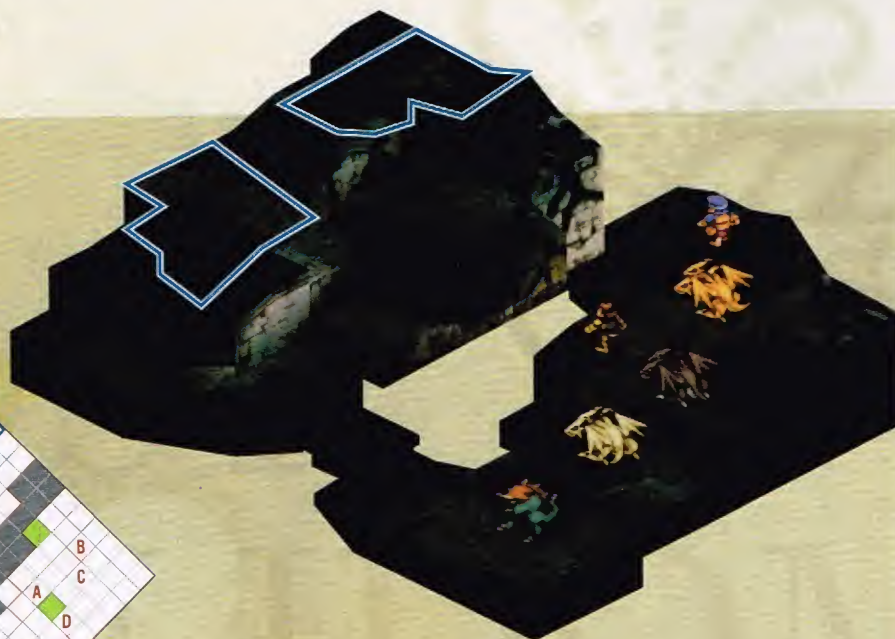
2 teams: 3 units and 2 units

VICTORY:

Barich is defeated.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Barich	Machinist	M	55	♈	64	62
B	Random	Chemist	M	49	Random	Random	Random
C	Random	Hydra	N	48	Random	Random	Random
D	Random	Greater Hydra	N	47	Random	Random	Random
E	Random	Tiamat	N	50	Random	Random	Random
F	Random	Dark Behemoth	N	50	Random	Random	Random

HIDDEN TREASURES:

Grid	Item Drop
C7	Elixir
E1	Elixir
F12	Elixir
H9	Elixir

OPTIMAL ZODIAC:

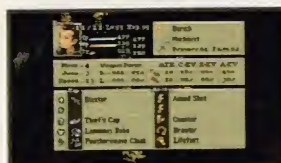
Female ♎ has the best chance of stealing from Barich, and his Blaster is actually worth the effort. Just remember that it, like any item you acquire during the endgame sequence, can never be taken back out into the rest of the game world.

SUGGESTED DEPLOYMENT:

Deploy a team of Chemists or Orators of your own, each with a Mythril Gun equipped (and one toting the Glacial Gun). Give them Arts of War and use it to break Barich's weapon if you choose not to steal it. Have your Black Mage/Arithmetician on hand to cast devastating spells across the crevasse.

TACTICS:

The difficulty of this map depends on how aggressive you feel like being. If you are content to stay on your side of the crevasse that splits the map, Barich's monsters can't really do much to damage you. Instead, you can quietly sit there and take potshots at him. He will take potshots back, but you can easily heal your party faster than he can deal damage to your troops. If you want to steal his Blaster, let your Arithmetician take out all the monsters and the Chemist with spells. At that point, send a Ninja or Monk with Steal Weapon around to get the Blaster.



If only you could take that Blaster back with you somehow.



Arithmetics can quickly overwhelm Barich with raw damage.

AIRSHIP GRAVEYARD 1

DEPLOYMENT SLOTS:

5

VICTORY:

Hashmal is defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Ragnarok



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Hashmal	Bringer of Order	N	59	♏	70	70

OPTIMAL ZODIAC:

♏ or ♎ have a damage advantage against Hashmal.

SUGGESTED DEPLOYMENT:

Since this map is small, you can easily field any type of melee fighter against Hashmal. Monks have a particular advantage against him, since they can use Aurablast to hit him from longer distances. Field your Arithmetician, so you can cast spells quickly. Equip items like the Jade Armband and Barette to ward against status effects caused by Hashmal's Ague attack.

TACTICS:

Hashmal, like Adrammelech, casts a lot of high-power spells like Meteor. He is not quite as slow, but you should be able to move your party up to him quickly, surround him, and overwhelm him with numbers. If you are able to hit him with Holy two or three times it should be enough to put him down for the count.

HIDDEN TREASURES:

Grid	Item Drop
B1	Elixir
E15	Elixir
E16	Elixir
H1	Elixir



An Aurablast from a powerful Monk can do almost as much damage as a spell.



Do whatever you can to try and kill Hashmal before he casts his spells, even if it means casting one on your allies.

AIRSHIP GRAVEYARD 2

DEPLOYMENT SLOTS:

5

VICTORY:

Phase 1: High Seraph Ultima is defeated.

Phase 2: Arch Seraph Ultima is defeated.

DEFEAT:

Ramza is killed.



ENEMIES (PHASE 1):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Ultima	High Seraph	N	56	♊	70	70
2	Random	Ultima Demon	N	30	Random	Random	Random
3	Random	Ultima Demon	N	33	Random	Random	Random
4	Random	Ultima Demon	N	36	Random	Random	Random
5	Random	Ultima Demon	N	39	Random	Random	Random

HIDDEN TREASURES:

Grid	Item Drop
E1	Elixir
E2	Elixir
A16	Elixir
H16	Elixir

ENEMIES (PHASE 2):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Ultima	Arch Seraph	N	66	♊	70	70

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Alma	Cleric	F	56	♋	39	87

OPTIMAL ZODIAC:

♊ and ♋ have a tremendous damage advantage against Ultima. With her HP count, you'll need it.

SUGGESTED DEPLOYMENT:

At the very least, transform Ramza into a Dual-Wielding Knight for this battle, so you can use the Ragnarok that you just obtained from the previous fight. You can field your other characters however you like. Just make sure that the majority of the characters that you are deploying have some way of doing 250 to 400 points of damage per turn to Ultima. It also helps to have Items on every character and a caster who knows Arise.

TACTICS:

Ultima has tremendous HP, offset by attacks that are less vicious than you might expect. You need to attack relentlessly, and immediately use Arise on anyone who goes down for the count. Leave her Ultima Demons alone in Phase 1, since their levels are low and they just disappear at the end of the fight.

Ultima becomes quite a bit more vicious in Phase 2. She is able to use an attack called Divine Ultima that Silences casters and reduces their MP to 0. The main way to keep her from using this attack is to make sure that you keep Alma alive for the duration of the battle. If you do, Ultima in both forms chooses to attack her over any other target.

Alma can still cast her Aegis, and if you keep her at high HP she will cast it on every character on the field. When there are characters protected by Aegis in play, all Ultima's second form is likely to do in combat is use Dispelja on them to remove the Aegis. So, with Alma alive to distract Ultima, your units can attack freely. It is only a matter of time before Ultima is defeated.

Postscript

Congratulations! You have completed *Final Fantasy Tactics*. You have a right to be proud of yourself. Some gamers, for lack of skill or patience, never make it this far.

What is amazing is that there is even more game left to be played. The focus of this walkthrough was to get you through the main story, but there are plenty of battles left to be won, characters to be recruited, and treasure to be found.

Since *Final Fantasy Tactics* has no New Game+ in the modern tradition, the best way to experience this content is to pick up a save file from early in Chapter 4, possibly the beginning, and simply replay the chapter in sequence. You may even want to restart the game from the beginning.

A second play through of *Final Fantasy Tactics* can be more pleasurable than the first, since you have a better idea of how to level your characters. You can use this knowledge to challenge yourself to beat enemies that you may have ignored the first time, and Steal or Treasure Hunt items you didn't think you could safely get.

Regardless of how you choose to approach it, what follows is a list of things you can do after you beat *Final Fantasy Tactics* for the first time. Much of this bonus content is covered elsewhere in this guide, so simply flip to the appropriate page listed in the Table of Contents to get more information.

Level Every Character: This walkthrough mostly advised the use of generic characters and job classes, but you can have a lot of fun by leveling up characters with specific job sets like Orlandeau, Mustadio, and Agrias.

See the Special Events: These secret battles have to be triggered by performing a certain sequence of events in a certain order. It often involves traveling to a certain place at a certain time. Some Special Events let you fight extra battles and recruit secret characters.

Explore Midlight's Deep: This bonus dungeon allows you to acquire potent extra equipment and fight a series of challenging battles. It opens up at Warjilis after you finish the sequence of Battles at Mullonde.

Go Poaching! The Poach ability opens up another layer of the game. This ability allows you to obtain incredibly rare and powerful items, if you can hunt down the right monster. It is essential if you want to get the most out of the post-game battles, and it is the best way to make use of Luso.

Finish Every Errand: The Errands available at each city each offer a new title and some amusing new storylines to follow. They are an excellent way to use characters that you are not actively leveling up at the moment, even if you don't get anything incredibly special for them.

Improve Your Rendezvous Rank: If you struggled through some of the Rendezvous battles listed in the guide, you may find that you can increase your score dramatically if you go back and try them again. You may find that they are significantly more enjoyable, or actually more difficult, than they were the first time. See if you can get to Rank 5 on everything.

Finish the Rendezvous Battles: After you have cleared the rest of the game's content and have suitably optimized characters, it is time to work on completing the last six Rendezvous battles. Some are opened through special events, and others are opened by clearing the game. Even the one you unlock simply by progressing in Chapter 4, The Knights Templar, can be exceptionally difficult. These battles are the final test of a *Final Fantasy Tactics* player. If you can complete them all with a Rank 5 evaluation, you can say that you have truly mastered the game.

Advanced Strategies

This section is devoted to the finer side of *Final Fantasy Tactics*. There are many overpowered strategies that can be created from its complex array of systems. Here you will find a collection of techniques devised to help you swiftly build characters to their maximum potential. The concepts presented here require some knowledge of the game to understand, so please refer to the opening section of this guide to gain insight on the game's basic functions.

EXPERIENCE BUILDING METHODS

METHOD #1: FOCUS-BUILD-UP TACTIC



A simple means of building EXP and JP during the earlier chapters of the game is to repeatedly use the Squire's Focus ability over and over again. The best way to do this is to equip Focus to all of your allies before entering a battle. Defeat every enemy on the field but one, then Charm that last enemy with the Thief's Steal Heart ability. With the final enemy Charmed, you're free to use Focus every turn, which will net you a small amount of EXP and JP for every use. Even though the Charm wears off eventually, the Thief in the party can repeatedly use Charm to keep the enemy under their spell. This allows you to continue gaining stats indefinitely. Add JP Boost or EXP Boost as your support ability to increase the effects of this method.

METHOD #2: AUTOMATIC GROWTH



Automatic EXP and JP growth is a process that involves afflicting units with the Berserk and Toad ailments to have them act automatically in a way that accumulates EXP and JP. By casting the Toad status and using the Rend Power skill to keep the damage dealt low, the units involved can fight for a long time and gain plenty of EXP and JP before the end of the battle. Careful equipment planning is needed to pull it off, but once you have the necessary items, you can quickly build up a unit without even having to play.

Preparation

Make sure you have at least one unit with the ability to inflict the Toad, Berserk, and Stone status ailments. It's recommended that you use a combination of Black Magicks and Mystic Arts (or substitute both with Arithmetics). Now, set Arts of War on at least two or three other units, which will be used to lower AP and speed ratings when needed. Since you need to inflict the above status ailments on your allies, remove any armor, shields, and reaction abilities that may make it difficult to hit them. Also, be sure to remove any items that may defend against status ailments (like the Ribbon). Finally, performing this task is much easier on a simple map such as the Mandalia Plains. You don't want to worry about chasing an enemy down on an awkward battlefield.

How It Works

1. Defeat every enemy on the map except for one.
2. Use Rend Power and Rend Speed to lower the enemy's AT and speed stats to 1. If they have any equipment keeping their stats up, break it using the Rend abilities.
3. Turn the enemy into a Toad.
4. Use Rend Power to reduce the AT of every allied unit you want to level up to 1.
5. Cast the Toad status ailment on all of the units you want to level up. This will keep their attack power as low as possible; prolonging the time they can fight.
6. Afflict Berserk on to any friendly units you want to level up, which will cause them to automatically attack. EXP and JP are gained for every successful hit.
7. Use Stone on any friendly unit that isn't there to obtain JP or EXP. While encased in stone, they will be unable to do anything for the remainder of the battle. The last unit not turned into a Toad should cast Stone on themselves.
8. Watch as the Berserk Toads attack the lone enemy for terrible damage. With Berserk on, your remaining allies will attack automatically without the need for commands. When you get bored with watching, get up and make a sandwich, pet your cat, or treat yourself to a movie. When you return, the battle will be over, and the characters you left fighting have gained a ton of EXP and JP.

✦METHOD #3: GAIN EXP BY ATTACKING STRONG ALLIES✦

The experience earned for hitting an enemy is calculated through several factors. The biggest of these factors is both the level of the attacker and the target. The higher the level of the enemy being hit, the more experience gained. Conversely, the higher your character's level is when they hit the enemy, the lower the EXP obtained. The formula for this equation is: $10 + (\text{Target's Level} - \text{Your Character's Level})$. For example, if the enemy is level 70, and the character hitting them is level 31, the EXP gained would be 49.

Knowing the math can be used to your advantage. The above calculation is doubled with the EXP Boost skill equipped, changing the formula to: $10 + (\text{Target's Level} - \text{Your Character's Level}) \times 2$. Because of this giant EXP boost, a level 1 unit that attacks a level 99 unit will gain a level every turn until they are level 60. A good building strategy is to use the Automatic EXP Gain trick to build up a level 99 character, then take that character and put them onto the battlefield with a lower level character. Your lower level character simply needs to hit their level 99 ally to gain a level up.

Just be sure to take off any reaction abilities that the level 99 character may have, and also be sure to equip the lower level character with speed boosting items (since they won't be able to take many turns at such a low level). It's also worth taking a Knight with you to use Rend Speed on the higher level characters on the field, to give the weaker character a chance to take more turns.

Once your character reaches level 60, cast Toad on them to lower their Physical Attack rating. This allows them to continue attacking the level 99 unit without the worry of killing them. If you are the lazy type, try the automatic EXP and JP building trick mentioned earlier in this section.



MANIPULATING STATS TO CREATE THE ULTIMATE UNIT

Stat growth rates are different for every job, which means the statistics for two different units of the same level may not be the same. This section introduces a method of raising a super powerful unit by taking advantage of the different stat growth rates.

✦RAISING AND LOWERING LEVELS✦

Stat growth rates are affected even when a unit's level has been lowered. In other words, you can lower the level of a job with a poor stat growth from 99 to 1, and raise it back to 99 with a job that has a high stat growth rate. This process can be repeated indefinitely to build a super-powerful unit. Keep in mind that it's possible for your stats to actually go down depending on your choice of jobs, so choose them wisely.

✦WAYS TO REDUCE A UNIT'S LEVEL✦

1. Use "Degenerator" traps, which will lower the level of the unit caught in the trap. These are found in the Fovoham Windflats, Mount Bervenia, Zeklaus Desert, and Midnight's Deep.
2. Use a Mindflayer's "Level Drain" technique (requires Tame to capture one).

The Degenerator traps, in combination with Teleport, are the fastest way to reduce levels. If you fail a Teleport when standing on a panel with a Degenerator trap (by moving further than your move range allows you to), you will return to the original panel and reactivate the trap. You can continue to reactivate the trap by failing Teleport every turn, consequently losing a level every turn. Try using this method after lowering the speed rating of the enemies on the field.



✦WAYS TO RAISE A UNIT'S LEVEL✦

1. Equip "EXP Boost" and "Accrue EXP" abilities.
2. Attack a Level 99 unit.
3. Use the Automatic EXP and JP Growth Tactic.

As mentioned earlier in this section, options 1 and 2 combined are the best way to level characters. Once the character reaches level 60, you may opt to move on to method 3, since building experience from that point on becomes a slower process.





✦DISTINGUISH BETWEEN LOW AND HIGH-STAT GROWTHS✦



























































Bards and Dancers have dreadfully low stats, so they have the best statistics for lowering your levels. When leveling up, it is recommended that you use the Mime, which will raise the unit's HP, Physical Attack, and Magick Attack (while lowering MP amounts). The Ninja is also a good choice, which will raise every statistic except for Magick Attack. If you are focused on raising your unit's MP, make them a Summoner for the best results.

However, one problem with the Dancer job (in regards to de-leveling) is their fairly high Physical Attack rating. This makes it

ult to get the most out of the stat, if you lower that unit's level, that class. If you are looking to raise the Physical Attack of a unit, try lowering their level as a Chemist first.

Statistic Changes Corresponding With Jobs

The following chart shows several examples of the prime job combinations for de-leveling and leveling a unit for the best stat growth. The Level Down column shows which job you should level down with, while the right column shows what job to select when leveling up. The  symbol means raised stats, while  means lowered stats. The more of each symbol, the stronger the effect that the job's growth rate has on that statistic.

Level Down	Level Up	HP	MP	Speed	Physical AT	Magick AT
Warrior	Mime	  	 	-	   	
Warrior	Ninja	 	 	 	  	-
Warrior	Summoner		  	-	 	-
Warrior	Mime	  	  	-	 	
Warrior	Ninja	 	  	 	 	-
Warrior	Summoner		  	-	 	-
Chemist	Mime		  	-	   	

LEARNING ABILITIES WITHOUT JP

Similar to Zodiark and Ultima, it is possible to learn some common spells by simply being hit by them. The best part about this is that you can gain new abilities without using JP, making it a very effective method of raising a unit. Although none of these abilities outside of Ultima and Zodiark have very high success rates, all of the skills that can be learned in this manner have high JP costs. It's worth spending the time to use your own units to cast these spells on characters that need them. Though this cannot be done with Summon spells (since you can't target your own units with them), you can purposely put yourself in the path of an enemy's summon simply for the sake of learning it.



LEARNING REQUIREMENTS

- Being hit with an ability that is capable of being learned gives you a small chance of spontaneously gaining that ability.
- You cannot learn the ability unless your unit is set to a Job that can learn it.
- You can not learn an ability if you are hit with it and your status does not change.
- You can not learn an ability if you are afflicted with Immobilize, Stop, or Death.
- Even if more than one unit is hit with an ability at the same time, only one of those units can learn it.
- If you turn on Battle Prompts, you will be able to choose whether or not to learn an ability once you have successfully been hit with it.

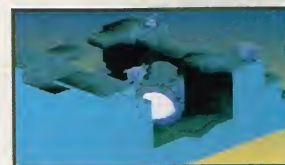
LEARNING-CAPABLE ABILITIES

Type	Ability Name	JP Required For Acquisition
White Magicks	Curaja	800
White Magicks	Protectja	600
White Magicks	Shellja	600
Black Magicks	Firaja	900
Black Magicks	Thundaja	900
Black Magicks	Blizzaja	900
Time Magicks	Hasteja	600
Time Magicks	Slowja	600
Summon	Bahamut	1600
Summon	Odin	900
Summon	Leviathan	860
Summon	Salamander	860
Summon	Lich	600
Summon	Cyclops	1000
Summon	Zodiark	-
Meatle, Huntcraft	Ultima	-

TIPS FOR LEARNING ULTIMA

The easiest way to learn Ultima is in Chapter 4 at the Limberry Castle Gate. Enter the battle with Ramza as a Squire equipped with Arithmeticks. Be sure his Move is at least 5, while his speed is 10. Celia and Lettice's speed is 9 here, and the Reaver's speed changes depending on their level. However, at Level 34 their speed is 6, and at Level 35 it's 7, so as long as Ramza has a speed of 10, you should be able to make the first move.

Celia and her allies are highly likely to use Ultima when one of your units moves within 5 panels of them. Hold them all in place by using Arithmeticks to cast the Immobilize status ailment (use the Height - Prime Number calculation). While they are unable to move, position Ramza within their 5 panel range. Panel D-7 is recommended, since it will leave him within the enemy's attacking distance, while keeping you out of the way of your own Arithmeticks attacks (the Height - Prime Number calculation). From here, Ramza should have few difficulties being hit by Ultima. The only thing to worry about is dealing with the Reavers in the area. Equip your allied units with Guns and Arithmeticks to handle them without worry.



TIPS FOR TEACHING ZODIARK TO SEVERAL OF YOUR ALLIES

Any unit can learn Zodiark at the bottom of Midlight's Deep, but having multiple units go through this process is very difficult. However, there's an alternate way of learning Zodiark if one of your units already has it. If you cast it on an enemy Summoner, so that they learn it, they will use Zodiark against you. This enables you to move any units that need the spell near the enemy Summoner in the hopes that they will cast it on them.

Though it is rare, Zodiark can also be obtained from an Ability Crystal dropped by an enemy. This means that there is a small chance that an enemy that you gave Zodiark to will drop the ability into their crystal once they are defeated. The chances of this happening are extremely low, so don't count on it.



HOW TO LEARN ZODIARK

PREPARATIONS

- ☞ Have at least one ally learn Zodiark beforehand.
- ☞ Make sure at least one unit can use Rend Magick. It is best if you can also equip that unit with Dual Wield to increase the ability's effects.
- ☞ Change any units that need Zodiark into Summoners.
- ☞ Bring the Chakra ability or Hi-Ethers along to help restore MP when needed.

LEARNING ZODIARK

1. Go to a map that has Summoners. The Midlight's Deep "Switchback" and "Interstice" areas are recommended.
2. Include units that have the Zodiark and Rend Magick abilities into your attack team, along with any unit that needs to learn Zodiark.
3. Defeat every enemy on the map except for the Summoners.
4. Use Rend Magick on your Summoner that already has Zodiark to lower their Magick AT.
5. Use Zodiark on the enemy Summoners until they learn it.
6. Wait for enemy Summoner to use Zodiark on your allies. Replenish the enemy's MP if it ever falls below 99.

NINJA ITEM CATCHING

Normally computer controlled Ninja tend to use exceedingly weak weapons when using their Throw command. However, as your party grows in strength, so do the Ninja that appear in random battles. Enemy Ninja at Level 90+ start carrying unbelievably rare weapons like the Chaos Blade, Excalibur, Chirijiraden, Scorpion Tail, and Masamune. It is actually possible to obtain the weapons they throw with the Thief's Sticky Fingers ability, which enables any character with the ability equipped to catch weapons thrown at them. This ability enables you to increase your collection of rare and powerful weapons in a big way! Sticky Fingers allows access to strong throwing weapons for your own Ninja, Chirijiradens for the Samurai technique Taïdo, and specialized equipment that is normally difficult to come by. Knowing this, it is well worth the effort to take advantage of a Ninja's presence on the field and steal the items that they throw.

They can be found in random battles in several different areas. The better places to find them are at the Interstice in Midlight's and Araguay Woods. Loads of Ninja tend to make an appearance in either area. However, you may find it easier to bait a Chocobo into throwing a weapon at you within the Interstice. In this area, the battlefield is so difficult to traverse that they often resort to throwing weapons.



Improving Catch

The success rate of the Sticky Fingers ability is affected by the user's Bravery rating. The higher their Bravery, the higher the chance of a successful catch. It is possible to raise a character's Bravery by using Ramza's Shout ability, or the Orator's Praise. Remember, only 1 out of every 5 Bravery points increased in battle is permanent.

RARE WEAPONS THROWN BY 90+ NINJA

Weapon Type	Weapons Thrown
Knife	Air Knife, Zwill Straightblade, Sasuke's Blade
Ninja Blade	Koga Blade, Spellbinder,
Sword	Nagnarok, Materia Blade, Runeblade
Knight's Sword	Defender, Save the Queen, Excalibur, Ragnarok, Chaos Blade
Katana	Kiku-Ichimonji, Chirijiraden, Masamune
Axes	Slasher
Books	Papyrus Codex, Omnilex
Polearms	Dragon Whisker, Obelisk, Javelin (Strong version)
Poles	Whale Whisker, Ivory Pole, Eight-Fluted Pole

CHOCOBO RIDING

It is possible to jump on top of any friendly Chocobos on the field and ride them. This is done by moving a character on to the same panel that the Chocobo is occupying. Though not as useful as it could be, riding a Chocobo has several advantages that make them a fun addition to your team.

CHOCOBO RIDING ADVANTAGES

1. Riding a Chocobo essentially removes them from the battlefield. Only the character riding the Chocobo can be targeted.
2. A character's Move and Jump stats are replaced by the Chocobo that they mount. The items and abilities they have equipped no longer affect either category. Black Chocobos can fly and move 6 panels at a time, making them the best bird for riding.
3. Some status ailments that may be hurting a Chocobo can be cured by mounting them. This includes Confuse, Poison, Stop, Sleep, Immobilize, Disable, and even Doom.
4. The character riding the Chocobo becomes Immune to some status ailments. These ailments include Confuse, Poison, Stop, Sleep, Immobilize, Disable, Doom, Toad, Berserk, Oil, Blind, and Silence.

USING MONSTERS AS PLATFORMS

Construct 8, Dragons, and Hydras can all be used as platforms. In other words, you can hop on top of their heads and use them to boost yourself up to a high ledge. For example, each of these creatures has a standing height of 3, so if you want to reach up to a ledge that has a height of 7, use a character with a Jump rating of 4 to hop on top of one of these creatures, then use the character's normal jump rating to hop to the top of the ledge. This ability is particularly useful in Nelveska Temple. Two pillars reside near the bottom of the field, both of which carry rare items that can be found with the Treasure Hunter ability. Take Construct 8 or a Dragon along with you to easily reach the top of the pillar.



Special Events

There are a handful of Special Events that can be performed to gain new characters and items. These events are completely optional; you don't have to clear them to progress through the game's main story. The PSP® edition of *Final Fantasy Tactics* contains some brand new events not found in the original. This section discusses these events and demonstrates how to complete them. It's well worth the effort to complete these scenarios and reap their benefits.

Special Events occur when two different conditions are fulfilled. The first is that the story must be advanced to a specific point. For instance, the optional battle with Cletienne at Dorter City has a very limited window of opportunity to engage it, so be careful not to miss it.

The second condition is met when a specific character is placed in your party. If the character is in your party when the mission begins, and they are lost before the end of the mission, you cannot complete the Special Event. Be cautious and never lose characters permanently, so a mission can continue without error. Also, be sure to accept all relevant story characters into your party.

★ RARE ITEM REMINDER ★

Most of the Special Events in the following section have battles that must be fought. The enemies within these battles often carry rare items with them. It is highly recommended that you bring a Thief (or better, a Ninja or Monk) along to steal these items. You should also save before each battle, since these events only happen once. This is especially important to keep in mind with events that do not seem to have item rewards; the enemies in the battle probably have rare items to steal instead.

THE EVENTS

THE GIFT OF THE MAGI

WHEN IT OCCURS: Chapter 4

REQUIRED CHARACTERS: Mustadio, Agrias, Alicia, Lavian

CLEAR REWARDS: Tynar Rouge

DETAILS

1. Make sure you have 500,000 gil or more. On the 1st day of the month of Cancer, go to any city (except for Lionel Castle, Zeltennia Castle, The Mining Town of Gollund or The Merchant City of Dorter). Keep in mind that the month before Cancer, Gemini, has 32 days in it. Save your game at various points in Gemini, so you can back out if the timing doesn't work out, you can go back and try again. Use this knowledge to time your movement to a useful town. Also, remember to save your game when the date nears the 1st, provided you have reached a good town for triggering the event.
2. Get the Tynar Rouge (and lose 500,000 gil). Note that the Tynar Rouge is very powerful and you definitely want to obtain it. It's easiest to do this when you're so far into the advanced game that you can no longer spend money on anything useful save items. Generally, if you have 500,000 gil on hand, you have reached that point in your game.



THE GODLESS THIEF

WHEN IT OCCURS: After clearing the battle at the Free City of Bervenia in Chapter 4, and witnessing the subsequent cutscene.

REQUIRED CHARACTERS: None

CLEAR REWARDS: Balthier joins your party.

DETAILS

1. Listen to the rumor "Rash of Thefts". You can hear it after clearing Chapter 4-3 at The Magick City of Gariland, The Mining Town of Gollund, and The Royal City of Lesalia.
2. After listening to "Rash of Thefts", listen to the rumor "A Call for Guards" in The Merchant City of Dorter.
3. Leave The Merchant City of Dorter.
4. Win the battle fought in the Dorter Slums.
5. Balthier will join you.

RETURN TO THE DORTER SLUMS

DEPLOYMENT SLOTS:

4

VICTORY:

All enemies defeated.

DEFEAT:

Balthier is defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Archer	M	27	Random	Random	Random
2	Random	Archer	M	29	Random	Random	Random
3	Random	Archer	M	31	Random	Random	Random
4	Random	Monk	M	28	Random	Random	Random
5	Random	White Mage	M	28	Random	Random	Random
6	Random	Thief	M	30	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B4	Antidote	Leather Armor
E10	Phoenix Down	Clothing
M6	Echo Herbs	Mythril Knife
O3	Phoenix Down	Longsword

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Balthier	Sky Pirate	M	35	♏	78	60



This is an excellent battle for using Steal Heart.



Balthier's Ras Algethi does amazing damage for a gun.

SUGGESTED DEPLOYMENT:

At this point in the game, winning these battles should be very simple for you. Instead, you want to focus on building a party that's optimized for looting the enemy. You may want to field a Dancer who knows at least Slow Dance and Polka, a Ninja of each gender that has all of the Steal abilities for equipment, and some sort of tough warrior who can dish out damage quickly if needed. A Knight with Dual Wield fits this role well, so you may want to outfit Ramza in this fashion.

TACTICS:

This should be the first special event battle you complete. It lets you recruit Balthier at a very high level, when it's easy to turn him into a potent Thief, or anything else you might want him to be. When this is done, you can take advantage of his amazing stats in the game's most challenging post-game battles in Midlight's Deep and the co-operative mode. Balthier also brings some really high-level equipment with him.

Defeating these enemies is very straightforward, so it is more important to recount what your optimal stealing technique should be. Your Dancer needs to use Slow Dance or Forbidden Dance to cripple enemies while your Ninja go to work. Send Ramza in behind them to pick off enemies who have been looted.

After your Ninja have looted a given enemy as much as you like, have your Knight move in to defeat them. When you've stolen everything you want in a given battle, it is time to have your Dancer start using Forbidden Dance and your Black Mage begin using the nastiest spells available to wipe the board clean. In this particular battle, try to loot enemies that Balthier attacks first, since they probably aren't going to last long.

THE CURSE

WHEN IT OCCURS: Chapter 4

REQUIRED CHARACTERS: Mustadio, Beowulf, Reis (Holy Dragon), Construct 8

CLEAR REWARDS: Beowulf, Reis, Construct 8, and Cloud join your party

DETAILS

1. Move to the Clockwork City of Goug.
2. Listen to the rumor "The Haunted Mine". You can listen to this rumor in The Mining Town of Gollund at the start of Chapter 4.
3. Move to the Royal City of Lesalia and choose "How much gil does your blade require?" as Ramza's response when Beowulf asks if he can join you.
4. Beowulf will join you as a guest.
5. Move to the Mining Town of Gollund.
6. Win a consecutive series of battles on the Gollund Colliery Floor, Colliery Slope, Colliery Ridge, and Coal Shaft.
7. Beowulf and Reis (Holy Dragon) will join you, and you will get the Aquarius Stone.
11. Move to the Clockwork City of Goug.
12. Construct 8 will join you.
13. If necessary, advance the story until you have cleared the battle at the Outlying Church in Chapter 4.
14. Listen to the rumor "The Cursed Isle Nelveska". You can listen to it at Zeltennia Castle.
15. If necessary, advance the story until you have cleared the consecutive battles at Fort Besselat in Chapter 4.
16. Move to the Trade City of Sal Ghidos and buy a flower from the Flower Peddler.
17. Move to the Clockwork City of Goug.



GOLLUND COLLIERY FLOOR

DEPLOYMENT SLOTS:

2 teams:
3 units and 2 units

VICTORY:

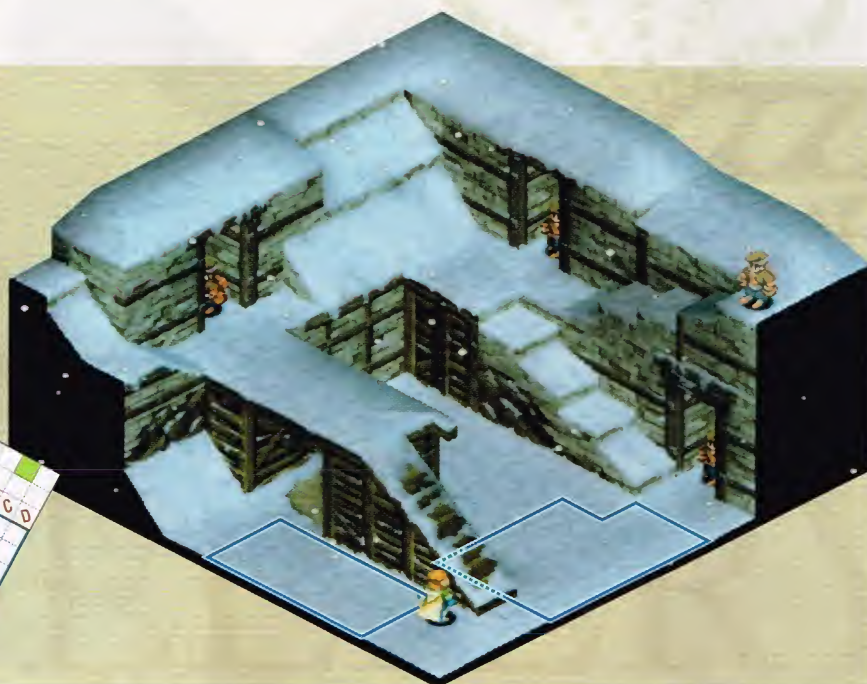
All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Mythril Bow
Mythril Shield



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
1	Random	Chemist	M	Variable	Random	Random	Random
2	Random	Chemist	M	Variable	Random	Random	Random
3	Random	Chemist	M	Variable	Random	Random	Random
4	Random	Chemist	M	Variable	Random	Random	Random
5	Random	Chemist	M	Variable	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
C9	Gold Needle	Mythril Knife
D6	Gold Needle	Mythril Sword
J5	Gold Needle	Mythril Gun
K10	Gold Needle	Mythril Bow

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
1	Beowulf	Templar	F	Variable	♈	45	65

SUGGESTED DEPLOYMENT:

Equip Shirahadori onto your characters that have it available, and Auto-Potion onto the ones that do not. Change your Black Mage/Arithmetician into a Summoner with Arithmeticks for the duration of this battle, so you can cast Golem to give party members extra protection.

TACTICS:

The battles in Gollund are part of an optional series of sequential battles, so the usual rules for sequential battles apply. You will probably want to keep a separate save file before you enter Gollund. What's interesting about this sequence is that both Beowulf's levels and the enemy's levels are scaled to your own, similar to random encounters. This means the later in your game you do this battle, the easier it becomes. It also means that the enemies are more likely to use equipment worth stealing for later use in other post-game battles.

For this particular battle, the Chemists are all likely to be carrying guns. If you equip Shirahadori, you'll find your characters actually "catch" their bullets. This is the best way to prevent being overwhelmed, since Shirahadori activates more consistently than Auto-Potion. Loot any enemies that have particularly good equipment, then move on. It is important to note that Beowulf can interfere with this if you let him keep his default class and equipment.



Gun-wielding Chemists can rapidly reduce a lightly-armored Ninja's HP.



Some enemies may only be clearly seen when rotating the map.

GOLLUND COLLIERY SLOPE

DEPLOYMENT SLOTS:

VICTORY:

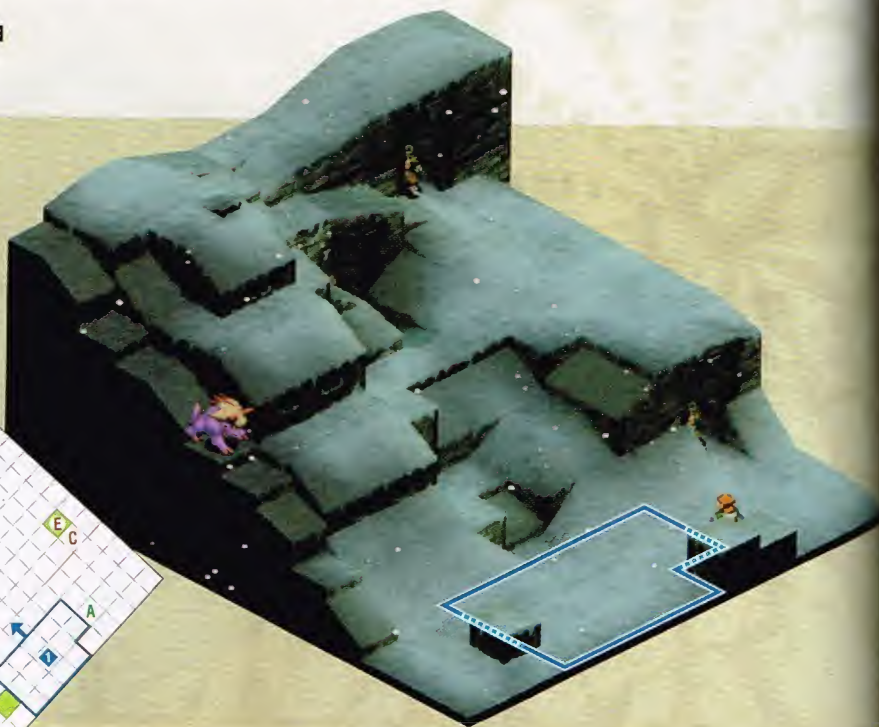
All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Mythril Knife
Mythril Spear



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Chemist	M	Variable	Random	Random	Random
B	Random	Thief	M	Variable	Random	Random	Random
C	Random	Thief	M	Variable	Random	Random	Random
D	Random	Behemoth	N	Variable	Random	Random	Random
E	Random	King	N	Variable	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
C12	Gold Needle	Mythril Shield
G3	Gold Needle	Mythril Helm
K1	Gold Needle	Mythril Vest
K8	Gold Needle	Mythril Armor

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Beowulf	Templar	F	Variable	♈	45	65

SUGGESTED DEPLOYMENT:

One of the enemies here will definitely be carrying a Glacial Gun, so send your units out with intent to steal it. Be sure to put Nu Khai Armbands on your female characters, to prevent the male Thieves from using Steal Heart.

TACTICS:

Dispatch the monsters quickly and work on getting the Glacial Gun off of the Chemist. Everything else about this battle should be routine.



Don't leave the level without this Glacial Gun.



A Ninja can do amazing physical damage to even the toughest of monsters.

GOLLUND COLLIERY RIDGE

DEPLOYMENT SLOTS:

2 teams:
3 units and 2 units

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.

BATTLE TROPHIES:

Mythril Sword
Mythril Armor



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Chemist	M	Variable	Random	Random	Random
B	Random	Chemist	M	Variable	Random	Random	Random
C	Random	Pig	M	Variable	Random	Random	Random
D	Random	Blue Dragon	N	Variable	Random	Random	Random
E	Random	Blue Dragon	N	Variable	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B11	Gold Needle	Mythril Knife
C6	Gold Needle	Mythril Sword
E9	Gold Needle	Mythril Gun
J5	Gold Needle	Mythril Bow

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Beowulf	Templar	F	Variable	♈	45	65

SUGGESTED DEPLOYMENT:

Field your usual stealing team, just in case the Chemists have something good, but approach the Dragons very cautiously. If at all possible, let your Black Mage/Arithmetician handle them with a powerful spell.

TACTICS:

By now you have learned that Dragons are powerful enemies, and two Blue Dragons with levels equal to yours are a threat to be taken seriously. After you are finished with the Chemists, move in to pick off the Dragons if your Arithmeticks haven't already blown them off of the map. Leave the Pig alive for as long as possible, since his attacks trigger Auto-Potion regularly if you have that ability equipped.



The Chemists will resurrect fallen enemies, and Dragoons are dangerous even at low HP.



The Blue Dragons' most dangerous attack is their breath weapon, which can strike up to two tiles away.

GOLLUND COAL SHAFT

DEPLOYMENT SLOTS:

4 units

VICTORY:

All enemies defeated.

DEFEAT:

Reis is defeated.
Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Plague Horror	N	Variable	Random	Random	Random
B	Random	Plague Horror	N	Variable	Random	Random	Random
C	Random	Plague Horror	N	Variable	Random	Random	Random
D	Random	Ochu	N	Variable	Random	Random	Random
E	Random	Ochu	N	Variable	Random	Random	Random
F	Syneugh	Archaeodaemon	N	Variable	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B15	Gold Needle	Mythril Shield
C3	Gold Needle	Mythril Helm
E11	Gold Needle	Mythril Armor
F18	Gold Needle	Mythril Ves

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Reis	Holy Dragon	N	Variable	♈	31	32
B	Beowulf	Templar	F	Variable	♈	45	65

SUGGESTED DEPLOYMENT:

Reconfigure your party into one that is a bit more aggressive, since there is nothing to steal on this map. Keeping Reis alive should not be too difficult, but make sure all of your party members except your Black Mage/Arithmetician can use Items if you need to heal her quickly.

TACTICS:

An Archaeodaemon with levels equal to your own is nothing to take lightly. Fight it with the same care that you would use to fight any other boss. You may wish to equip your party for handling status ailments (or teach your Arithmetician Esuna), since a lot of the enemies you are about to face are very fond of inflicting them.



Reis is a powerful attacker, easily able to kill the Ochu around her.



Supported properly, she's also easily able to kill the Archaeodaemon.

NELVESKÁ TEMPLE

DEPLOYMENT SLOTS:

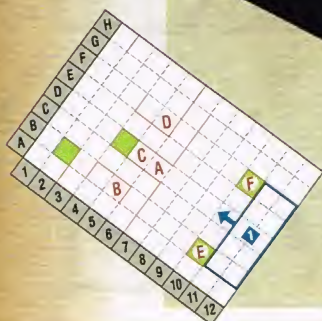
5


VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.

**ENEMIES:**

	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
	Construct 7	Automaton	N	66	Random	50	0
	Random	Cockatrice	N	Equal	Random	Random	Random
	Random	Cockatrice	N	Equal	Random	Random	Random
	Random	Cockatrice	N	Equal	Random	Random	Random
	Random	Hydra	N	Equal	Random	Random	Random
	Random	Hydra	N	Equal	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B2	Elixir	Sasuke's Blade
B10	Escutcheon	Escutcheon (Rare)
D4	Elixir	Nagnarok
F10	Javelin	Javelin (Rare)

SUGGESTED DEPLOYMENT:

Now this battle is interesting, since you can't cast magick on Construct 7. With 0 Faith, spells just don't affect him. So, turn your Ninja into Knights with Dual Wield, or give them Arts of War, and make sure they know Rend Power and Rend Speed. Try to deploy a character with the highest Jump stat possible and the Treasure Hunter ability, so you can find the treasures waiting at B10 and F10. Even though you cannot cast spells on Construct 7, you need a unit to take care of the monsters on the field and start buffing your Knights.

TACTICS:

Construct 7 cannot be defeated by magick, so you have to beat him the old-fashioned way: by cutting him up with swords. Using Arts of War, you can use the Rend Power ability on him until his attacks pose little threat, then start chipping away. Or, you can just swarm him with Knights and try to take him out in one or two moves. Note that Construct 7 “Reraises” himself once with just 1 HP, and has an attack called Pulverize that saps his own HP as a trade-off for its tremendous damage.

While there is nothing to steal here, the treasure is extremely interesting. Not only is it largely rare items, but at B10 and F10, after you defeat the Hydras, you can find an Escutcheon and Javelin with bizarrely high stats. You won't know whether you received the normal or rare versions until after the battle, when you can check their item stats. These items are enough of a curiosity that you want to pick them up, aside from their obvious usefulness.



Kill the Cockatrice quickly, or you may find your fighters turned to Stone.



Even at 1 HP, Construct 7 is an overwhelmingly powerful foe.

THE TRADE CITY OF SAL GHIDOS

DEPLOYMENT SLOTS:

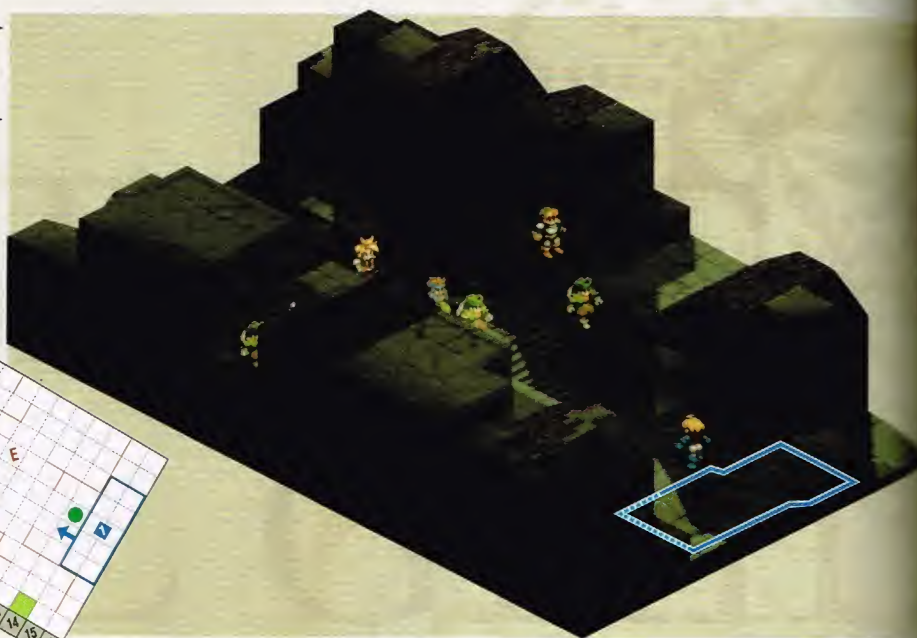
4

VICTORY:

All enemies defeated.

DEFEAT:

Cloud is defeated
Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Squire	M	48	Random	Random	Random
B	Random	Squire	M	47	Random	Random	Random
C	Random	Monk	M	45	Random	Random	Random
D	Random	Thief	M	47	Random	Random	Random
E	Random	Thief	M	47	Random	Random	Random
F	Random	Thief	M	33	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A6	Remedy	Magick Ring
A7	Holy Water	Guardian Bracelet
A14	Gold Needle	Reflect Ring
J4	Phoenix Down	Angel Ring

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Brave	Faith
A	Cloud	Soldier	M	1	♈	70	65

SUGGESTED DEPLOYMENT:

You can really field any unit that you have been using regularly into this melee. The enemies aren't terribly strong and don't really have anything worth stealing, so all you need to be able to do is destroy them quickly.

TACTICS:

This battle is something of a "gimme", but getting this far in this sequence of events means that you have earned it. Although protecting Cloud when he's at level 1 may sound daunting, the enemies generally don't try to attack him. The only way Cloud may take damage is if you get sloppy with Arithmetics, or he tries to attack an enemy that happens to have one of the reaction abilities that counter-attacks. As long as you can quickly reach and begin damaging the enemies, you should do just fine.



Note that this battle only happens if you remember to buy a flower from Aerith.



Cloud isn't capable of doing much damage until you find his sword, buried at Mount Bervenia.

HE WHO KNOWS THE ANSWERS

WHEN IT OCCURS:

Only after beating the consecutive battles at Limberry Castle before beating the consecutive battles at Mollonde Cathedral.

REQUIRED CHARACTERS:

Meliadoul

CLEAR REWARDS:

None

DETAILS

1. Move to the Merchant City of Dorter.
2. Win the battle at the Merchant City of Dorter.

RETURN TO DORTER

DEPLOYMENT SLOTS:

4

VICTORY:

Cletienne's HP reduced to 20% or less.

DEFEAT:

Meliadoul is defeated
Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Brave	Faith
A	Cletienne	Sorceror	M	40	♊	51	81
B	Random	Black Mage	F	38	Random	Random	Random
C	Random	Time Mage	F	35	Random	Random	Random
D	Random	Time Mage	F	38	Random	Random	Random
E	Random	Summoner	F	36	Random	Random	Random
F	Random	Summoner	F	37	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
A10	Potion	Ice Bow
C5	Hi-Potion	Shuriken
I1	Echo Herbs	Barbut
I7	Ether	Round Shield

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Meliadoul	-	F	-	♊	-	-

OPTIMAL ZODIAC:

Female ♊ is the best possible Thief for this map, and you absolutely have some stealing to do here. Cletienne carries the Dragon Rod, an item that is otherwise very difficult to obtain. Getting it from him should be your goal in this battle.

SUGGESTED DEPLOYMENT:

You want your female Ninja ready to head out and steal, preferably with Ignore Elevation equipped. You may also want to use a Black Mage/Arithmetician on the field to act as a support caster. Equip your characters with Reflect Rings to neutralize the enemy Black Mage and any direct damage that Cletienne might inflict short of using Unholy Darkness. Field a few melee fighters to pick off the Summoners, and field Meliadoul in a heavy-armor class, like a Knight, but don't let her have her Unyielding Blade abilities.

TACTICS:

Lure Cletienne down to the street, or an accessible part of the roof, before you go in to steal. Have your Arithmetician cast Slow on Cletienne as soon as possible, while your other units pick off the Summoners. Once you've gotten the Dragon Rod, go in for the kill on Cletienne.

REUNION WITH OVELIA

WHEN IT OCCURS: After you have cleared the battle with Dycedarg at Eagrose Castle.

REQUIRED CHARACTERS: Agrias (Alicia and Lavian appear in the event if present)

CLEAR REWARDS: None

DETAILS

1. Move to Zeltennia Castle



A VOICE FROM THE PAST

WHEN IT OCCURS: Clear the sequential battles at Mutlonde Cathedral in Chapter 4.

REQUIRED CHARACTERS: Beowulf, Reis (Dragonkin)

CLEAR REWARDS: Hydrescale Bag, Gold Hairpin, Hermes Shoes, Diamond Bracelet, Sortilège

DETAILS

1. Listen to the rumor "Lionel's New Liege Lord". You can listen to it after clearing the battle at the Free City of Bervenia in Chapter 4, in the Magick City of Gariland, the Merchant City of Dorter, Clockwork City of Goug, the Mining Town of Gollund, the Free City of Bervenia, and Limberry Castle.
2. Clear the Special Events "The Curse" and "Reunion With Ovelia".
3. Move to Lionel Castle.
4. Reis will leave your party.
5. Win the battle at Lionel Castle Gate.
6. Win the battle at Lionel Castle.
7. Reis will join you.



RETURN TO LIONEL CASTLE GATE

DEPLOYMENT SLOTS:

4

VICTORY:

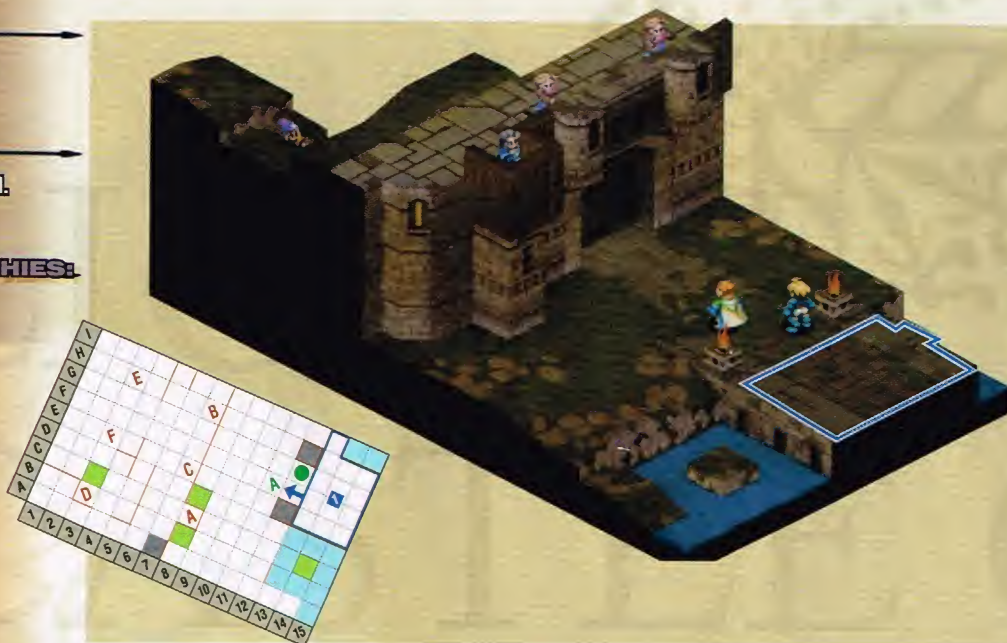
Aliste is defeated.

DEFEAT:

Beowulf is defeated.
Ramza is killed.

BATTLE TROPHIES:

Genji Armor



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Aliste	Templar	M	48	♊	80	35
B	Random	Archer	M	42~	Random	Random	Random
C	Random	Archer	M	45	Random	Random	Random
D	Random	Time Mage	F	45	Random	Random	Random
E	Random	Ninja	M	43	Random	Random	Random
F	Random	Ninja	M	44	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B8	Potion	Golden Armor
C3	Ether	Wizard's Robe
C14	Hi-potion	Wizard Clothing
D8	Echo Herbs	Rubber Shoes

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Beowulf	-	M	-	♊	-	-

OPTIMAL ZODIAC:

Female ♋ has the damage advantage over Aliste, and sadly that is all, because his incredible array of equipment (including a full set of Genji gear and a Ribbon) is protected by Safeguard.

SUGGESTED DEPLOYMENT:

While not as bad as the fight against Construct 7, Aliste is still an enemy that is very difficult to damage with magick. To offset this, send in some heavy-damage, heavily armored units like Knights to make sure you have plenty of damage output that you can rely on. You still want your Black Mage/Arithmetician on the field, since you can do Arithmetics by Height multipliers to a devastating effect in this particular battle.

TACTICS:

Your first salvo should be a potent spell like Holy or Flare increased with Arithmetics to Height 5. This should take out a heavy chunk of Aliste's HP and the two Archers right off the bat. Hold your ground in front of the gate and fight off Aliste's Ninja while you wait for him to use his Master Teleportation to enter the fray (usually his first action). Once this happens, swarm him with your Knights and magick spells. Note that Aliste "raises" once at 1 HP, just like Construct 7.



This opening salvo should weaken Aliste and take out his Archers completely.



Aliste's Templar abilities can inflict some very inconvenient status ailments if you let the battle drag on too long.

RETURN TO LIONEL CASTLE ORATORY

DEPLOYMENT SLOTS:

4

VICTORY:

All enemies defeated.

DEFEAT:

Phase 1: Reduce Bremond's HP to 20% or less.

Phase 2: Defeat the Dark Dragon.

BATTLE TROPHIES:

Zeus Mace



ENEMIES (PHASE 1):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Bremond	Celebrant	M	51	♊	10	80
B	Random	Mystic	F	45	Random	Random	Random
C	Random	Mystic	F	46	Random	Random	Random
D	Random	Samurai	F	47	Random	Random	Random
E	Random	Samurai	F	48	Random	Random	Random
F	Random	Ninja	F	48	Random	Random	Random
G	Random	Ninja	F	49	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
D2	Hi-Potion	Protect Ring
D4	Potion	Protect Ring
E2	Remedy	Osafune
E4	Ether	Mage's Cloak

ENEMIES (PHASE 2):

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Bremond	Dark Dragon	M	??	♊	??	??

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Beowulf	-	M	-	♊	-	-

OPTIMAL ZODIAC:

You might think to use a female ♀ here, but no, you don't really want to bother stealing from Bremond. Your real candidates for theft are his two Mystics, who are carrying some amazing, rare items (including a second Chantage). So instead, field some male Thief units who will be good at taking Accessories and Helms.

SUGGESTED DEPLOYMENT:

If you are going to steal, you need to make sure that you field Ninja as your thieves. Once the enemy equipment is snatched from the Mystics, they can quickly take out the other enemies, and they can also hold their own in Phase 2 of the battle. You may also want to consider using some long-range fighters like Archers or Orators, since the cramped map area works against melee-oriented classes in Phase 2. Failing that, make sure your Ninja have strong weapons available to Throw. A Black Mage with Arithmeticks is a must for precise placement of high damage spells.

TACTICS:

Defeat the enemy Ninja and Samurai as quickly as possible. With that accomplished, you can start using Steal on the Mystics, if you decide to do so. When that is accomplished, wipe them out and focus on beating down Bremond.

The Phase 2 battle against the Dark Dragon is quite a bit more difficult. Bremond is still cowardly and tries to back into the constricted spaces in A5 and H5. This makes it difficult to move melee attack units into range with him. This is complicated by the fact that his Faith rating must be extraordinarily low, since even potent spells like Flare and Holy only do about 50 points of damage to him.

If Bremond does go into hiding, your best bet is to have someone keep piling on the melee damage in front of him while two adjacent units use Items to keep that attacker healthy. If you have Ninja, start using Throw to use everything you can to cause damage. You can also use your Arithmetician as a support caster to great effect in this fight by casting spells like Haste and using potent healing spells like Arise.

AFTER THE STORM

WHEN IT OCCURS: After you complete the battle with Dycedarg at Eagrose Castle.

REQUIRED CHARACTERS: Agrias

CLEAR REWARDS: None

DETAILS

1. Listen to the rumor "Disorder in the Order". You can listen to this rumor in the Magick City of Gariland after clearing the consecutive battles at Mullonde In Chapter 4 and the special event "Reunion with Ovelia".
2. Move to the Brigands' Den.
3. Win the battle at the Brigands' Den.

RETURN TO BRIGANDS' DEN

DEPLOYMENT SLOTS:

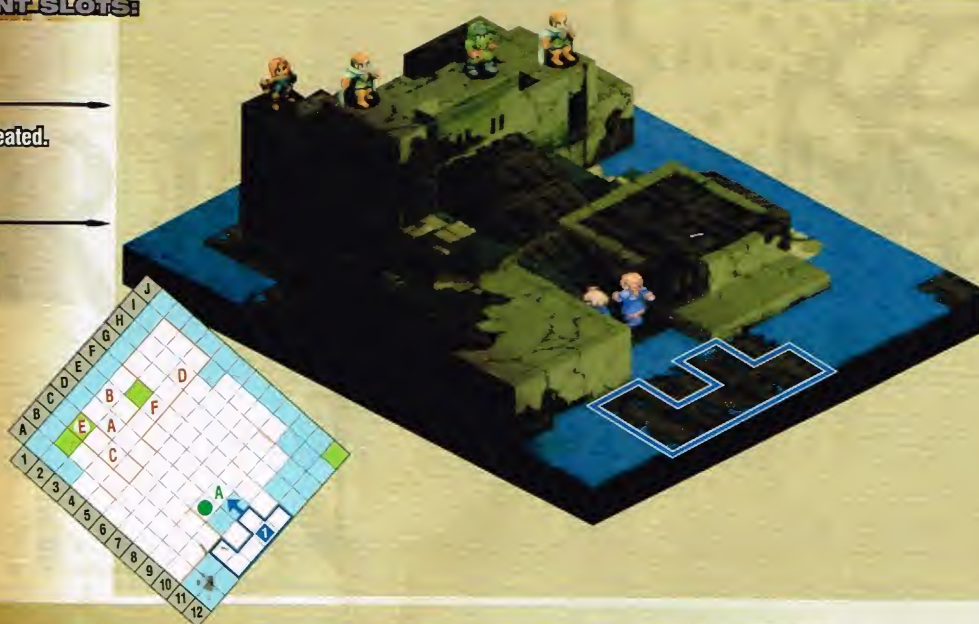
4

VICTORY:

All enemies defeated.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Squire	M	41	Random	Random	Random
B	Random	Squire	M	44	Random	Random	Random
C	Random	Knight	M	42	Random	Random	Random
D	Random	Knight	M	43	Random	Random	Random
E	Random	Monk	M	40	Random	Random	Random
F	Random	Ninja	M	49	Random	Random	Random

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
B2	Antidote	Flame Rod
C2	Eye Drops	Ice Rod
F3	Echo Herbs	White Staff
J12	Phoenix Down	Longbow

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Agrias	-	F	-	♊	-	-

SUGGESTED DEPLOYMENT:

Send out a team that is optimized for stealing. The enemies here tend to generate with powerful equipment that is useful in Midlight's Deep and at the end of the game. Just be sure to use Forbidden Dance instead of Slow Dance, since you can't field both your Dancer and your Black Mage/Arithmetician.

TACTICS:

The enemies here are high-level enough to be fairly dangerous until you take their weapons. Prioritize the Ninja, who carries a Sasuke's Blade, and the Monk, who may know Doom Fist. Beyond that, your Dancer's status ailments from Forbidden Dance should begin crippling the enemy early into the fight. Note that Agrias may kill off enemies that you want to steal from if you let her deploy in any strong class with decent equipment. It may be best to deploy her with no equipment and as a weak job to try and cut down on her interference.

VOICES

COMBAT
EFFECTS

WARTIME

ARMED
STRATEGIES

SPECIAL EVENTS

MIDLIGHT'S
DEEP

MILLENNIUM

RENEGADE
MODE

FOURTH
DATE

THE BATTLE

THE BATTLE

Midlight's Deep

INTO THE DEPTHS

Near the end of Chapter 4, after completing the battle at the Mullonde Cathedral Sanctuary, proceed toward the Port City of Warjilis to initiate an automated cut scene. This scene opens up Midlight's Deep, a precarious romp through shadowy battlefields that are inhabited by powerful enemies. There are 10 floors to complete. Each floor only reveals itself after finding a special exit on the previous floor. The exit is hidden amongst five scattered panels, randomly changing its position every time you enter that battlefield. These exits are normally difficult to find, due to the lack of light, but each of these 5 points have been labeled on the maps in this section (marked with an orange arrow). The ultimate goal of this dungeon is to reach the bottom and win the battle against Elidibus, the Zodiark-wielding monster.



INTO THE DEPTHS

WHY PLAY THROUGH MIDLIGHT'S DEEP?

Although Midlight's Deep does not need to be completed to finish the game, within its belly are many items, abilities, and monsters that cannot be obtained anywhere else. The most notable bonus is the ability to learn the Summon ability Zodiark, which can only be learned by having Midlight's Deep's final enemy (Elidibus) cast it on one of your Summoners. There is also the hidden character, a Byblos, who can be obtained by keeping him alive during the final battle. If that wasn't enough, this quest is home to several unique and powerful items that cannot be procured in any other way. If you are a fan of completion, it is well worth the effort to explore Midlight's Deep.

RULES FOR MIDLIGHT'S DEEP

1. The next floor down opens after finding the hidden exit. You are returned to the world map afterward. You may then select the new floor from the Midlight's Deep floor menu.
2. You are returned to the world map if all of the enemies are cleared before reaching an exit. However, the next floor will not be opened.
3. Crystals left behind by defeated units are the only way to light up the battlefield. The area is fully lit when four crystals are on the field.
4. The enemy parties present on each floor are randomly selected. The only exception is the final floor, which consists of a special enemy force. However, the final floor starts producing random enemies after the defeat of Elidibus. Refer to the enemy tables within each floor's section for more details.

BATTLE PREPARATIONS

Beowulf and Black Mages

Midlight's Deep is occupied by some of the most feared enemies in the game. They are often unique, randomly generated, and usually 10 levels higher than your own characters. You can't simply kill them outright either; at least one enemy needs to be alive in order to find the exit to the next floor. Because of this, it is important to bring units along that can inflict status ailments to cripple your adversaries without killing them. Beowulf is your best choice for this job, since his Chicken, Sleep, and Disable abilities do exactly this. Black Mages using Arithmeticks can also be used for this same purpose, through the casting of Toad and various Mystic spells that cause status effects. Having the Arithmeticks ability also enables Black Mages to make the majority of the enemies on the battlefield if the situation becomes dangerous. This is an especially important back up plan if some of your allies begin falling in battle.



Teleport



Equip Teleport to your units. A majority of the areas in Midlight's Deep have myriad hills and cliffs that make it difficult to move around.

Additionally, since the

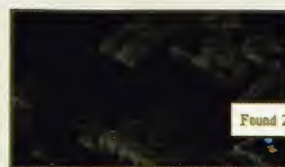
Teleport's movement range is technically the entire arena (though it's not remotely probable to move that far), it's possible to use its glowing selection grid to look at the layout of the map without the need for crystals.

Rare Items

Midlight's Deep is home to several panels that contain hidden items. These items are obtained by stepping on a specific panel with the Treasure Hunter ability equipped. However, two items are present on these panels, a Phoenix Down and one ultra-rare item. The rate at which the rare item appears is dictated by the Bravery rating of the character stepping on the panel. The lower the Bravery rating, the higher the chance of success. The formula for this calculation is: $100 - \text{Bravery} = \text{Success Percentage}$.

The majority of the rare items in Midlight's Deep make up some of the strongest weapons and equipment obtainable. It is well worth the effort to make an attempt to procure them. Since a low Bravery statistic is the answer to obtaining these items, trying equipping Treasure Hunter to Rapha, who starts with a low Bravery rating. You can also use Beowulf's Chicken, the Orator's Intimidate, or the Mystic's Trepidation to lower a unit's Bravery stat. Since the probability of getting the item you want is decided by chance, you may want to leave each floor of Midlight's Deep after you obtain the desired item, then save your game before heading to the next. This way, you can reload your save file if you ever pick up an item you do not want.

Finally, several of the panels that hold items contain traps. There are four types of traps; Hypnogas (causes Sleep), Sten Needles (which inflicts HP damage), Degenerator (lowers your unit's level by 1), and the Death Trap (inflicts Doom on the unit). Hypnogas and the Death Trap can be avoided by equipping items that make your unit immune to Sleep and Doom. Sten Needle damage can be absorbed by using Mana Shield. The only trap that can not be avoided is the Degenerator, which permanently lowers your character's level.



Poaching Opportunities

It is also recommended that you bring along Luso, or another character with the Poach ability equipped, for a few of the areas within Midlight's Deep. Several rare monsters appear here that cannot be found anywhere else. When Poached, these creatures fetch exceedingly rare items. Luso has an innate Poach ability, so equip him with Dual Wield, or other skills to increase his capability to inflict damage on monsters. Refer to the following Poach table for more information on the floors that have rare monsters.



Monster	Common Item	Rare Item	Area
Greater Malboro	Elixir	Omnilex	The Switchback
Elder Treant	Protect Ring	Defender	The Oubliette
Dark Behemoth	Wizard's Rod	Stoneshooter	The Switchback
Greater Hydra	Blood Sword	Scorpion Tail	The Switchback and Nelveska Temple
Hydra	Septième	Rubber Suit	The Switchback
Tiamat	Wormweave Silk	Whale Whisker	Terminus
Pig	Maiden's Kiss	Cachusha	Terminus
Swine	Chantage	Nagnarock	Terminus
Wild Boar	Ribbon	Fallingstar Bag	(Breeding Only)

THE CREVASSE

DEPLOYMENT SLOTS:

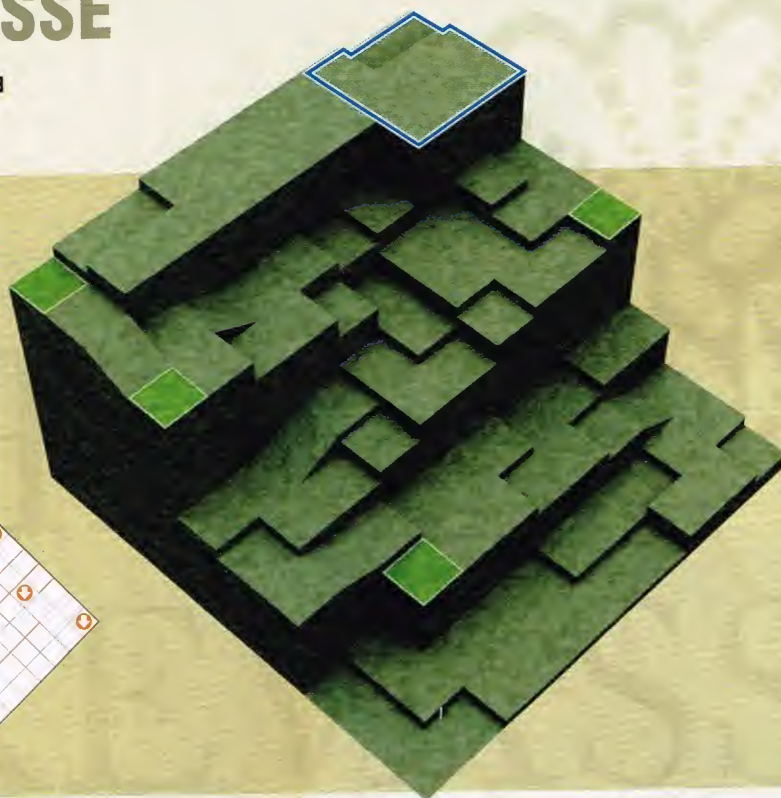
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



THE CREVASSE

ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Knight, Goblin, Bomb, Red Panther, Coeurl	8
2	Chemist, Monk, Wisenkin, Black Goblin	8
3	Goblin	7~9
4	Squire, Knight, Archer, Black Mage, Time Mage, Summoner, Thief, Wisenkin, Gobbledygook, Piscodaemon, Exploder, Red Panther	4

THE STAIR

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Trap
A1	Phoenix Down	Glacial Gun	Hypnogas
A4	Phoenix Down	Elixir	Sten Needle
C8	Phoenix Down	Blaze Gun	Death Trap
J6	Phoenix Down	Kiyomori	Death Trap

SUGGESTED DEPLOYMENT:

Remember to equip Treasure Hunter to at least one party member with a low Bravery stat. The rest of your members should be readied with Teleport to make it easier to navigate the darkness of the dungeon. Agrias, Orlandeau and Black Mages are the most effective units for this floor.

TACTICS:

Your goal on this floor is to obtain the panel items hidden here, then find the exit to the next floor. Clear most of the enemies on the field out with your strongest units, then move to the hidden item panels with the unit that has the Treasure Hunter ability. Where enemies are concerned, there is a party that randomly appears that consists entirely of Goblins. They are extremely weak to ice-based abilities and spells. Try clearing the field with Blizzaga, or Agrias equipped with an Icebrand (use Hallowed Bolt, which retains the Ice Brand's ice property).



THE STAIR

DEPLOYMENT SLOTS:

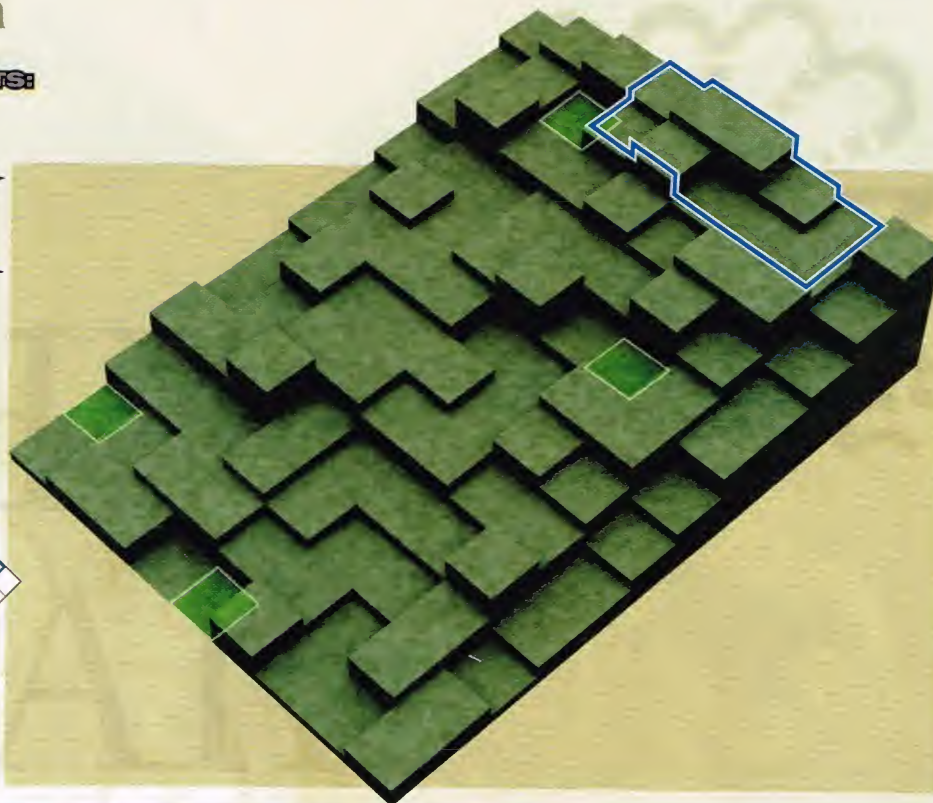
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Archer, Skeleton, Bonesnatch, Floating Eye, Ahriman	8
2	Archer, Monk, Black Mage, Time Mage, Ninja, Ghoul, Ghost, Skeleton, Bonesnatch, Ahriman	8
3	Goblin, Black Goblin	1~11
4	Knight, Archer, Summoner, Dragon, Blue Dragon	4

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Traps
A5	Phoenix Down	Elixir	Sten Needle
B1	Phoenix Down	Save the Queen	Hypnogas
H7	Phoenix Down	Blood Sword	Death Trap
K3	Phoenix Down	Elixir	Degenerator

SUGGESTED DEPLOYMENT:

Use Mustadio and Balthier here. Their quick speed and high movement makes it easy for them to get around. They also have the Seal Evil skill, which makes quick work of the undead creatures that are present in one of the enemy patterns on this floor.

TACTICS:

There is another party formation here that consists of Goblins, so use ice elemental spells against them (the Glacial Gun that you obtained in the last stage also works well). Also, take note of the undead party that appears here, which is quite formidable. Mustadio and Balthier's Seal Evil skill is extremely useful against them. Remember that you can also use a Phoenix Down on any of them to quickly destroy them.



THE HOLLOW

DEPLOYMENT SLOTS:

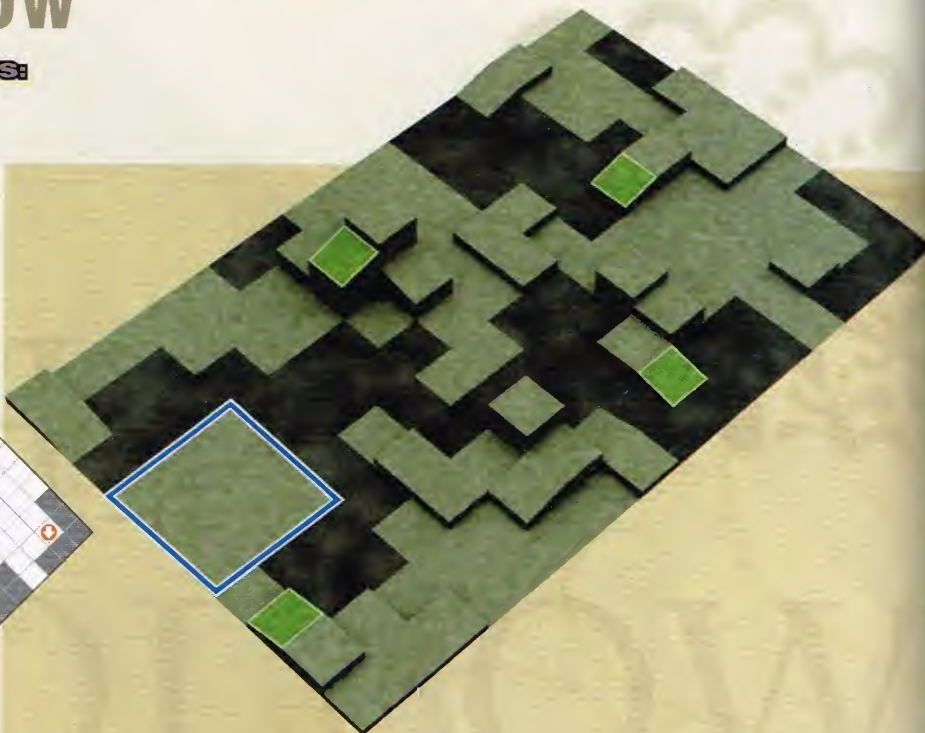
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



THE HOLLOW

ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Black Mage, Squidragen, Mindflayer, Bomb, Grenade, Red Panther, Coeurl	8
2	Knight, Archer, Wisenkin, Minotaur, Behemoth, Behemoth King	8
3	Archer, Black Mage, Thief, Jura Aevis, Steelhawk, Cockatrice, Piscodaemon, Squidragen	1~11
4	Squire, Archer, Black Mage, Orator, Mystic, Geomancer, Dragoon, Elder Treant, Skeletal Fiend, Squidragen, Red Panther	4

THE CATACOMBS

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Traps
A8	Phoenix Down	Elixir	Sten Needle
G3	Phoenix Down	Yoichi Bow	Hypnogas
J9	Phoenix Down	Zeus Mace	Death Trap
M5	Phoenix Down	Elixir	Death Trap

SUGGESTED DEPLOYMENT:

Black Mages with Arithmeticks are extremely effective on this stage. You may also want to bring Ninja equipped with Teleport along for the ride. You may also opt to bring Orlandeau along, just to be safe.

TACTICS:

This area has several spots that require you to jump over gaps between plateaus. Use the Teleport ability to make it easier to move across these gaps, while also giving you a way to view the layout of the area. Crystals dropped by defeated enemies are also important to help you navigate the terrain. Use Arithmeticks with your Black Mage to quickly kill off a few of the enemies roaming around. Use Toad on any of the surviving enemies to keep them out of your way while you search for the exit.



THE CATACOMBS

DEPLOYMENT SLOTS:

5

VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Archer, Black Mage, Mystic, Jura Aegis, Steelhawk, Cockatrice	8
2	Archer, Summoner, Jura Aegis, Steelhawk, Malboro, Ochu	8
3	Malboro, Greater Malboro	1~11
4	Archer, Monk, Summoner, Minotaur, Sekhret, Gobbledygook, Steelhawk, Mindflayer, Greater Hydra, Floating Eye	4

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Traps
E9	Phoenix Down	Rod of Faith	Sten Needle
F10	Phoenix Down	Faerie Harp	Death Trap
F11	Phoenix Down	Kaiser Shield	Hypnogas
M3	Phoenix Down	Elixir	Death Trap

SUGGESTED DEPLOYMENT:

Include Beowulf and Black Mages into your party mix. Make sure that your Black Mages have the Toad spell. A Ninja equipped with the Treasure Hunter ability is also helpful for finding items quickly.

TACTICS:

The enemy contingent, whichever party it ends up being, is blocking your path to both the majority of the exits and the hidden items on this stage. To get past them easily, use the Black Mage's Toad to change them into something less harmful. You can also use Beowulf's Chicken for the same effect. This enables you to walk past them without killing them, which would end the stage prematurely before you could find the exit.



THE OUBLIETTE

DEPLOYMENT SLOTS:

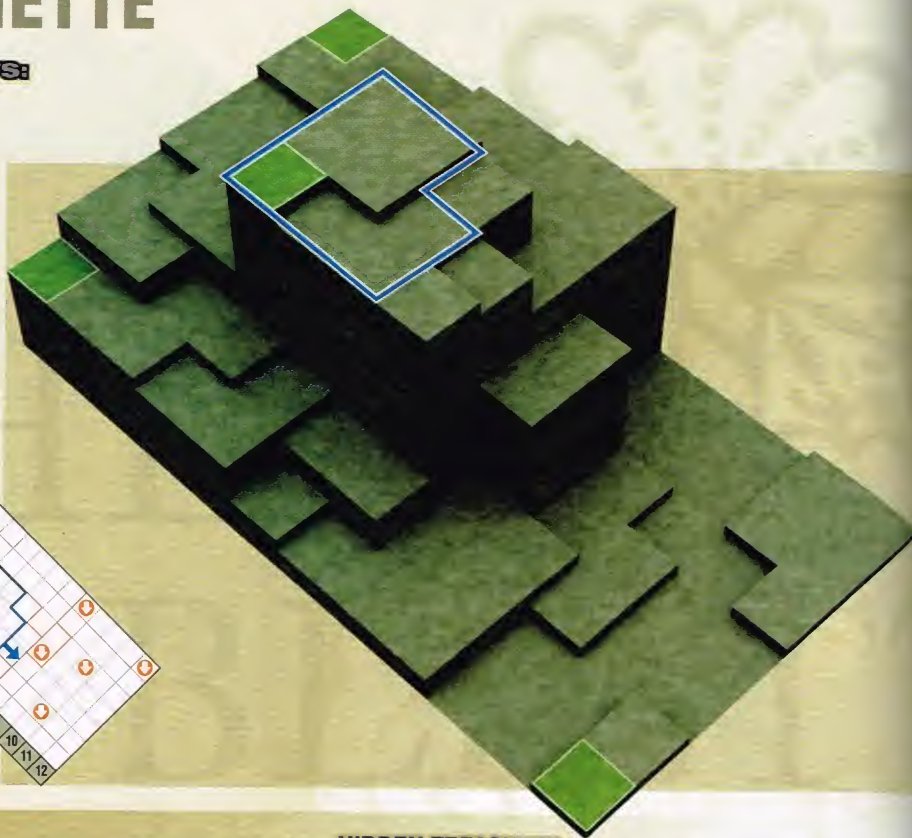
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



THE OUBLIETTE

ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Knight, Monk, Time Mage, Summoner, Dryad, Treant, Elder Treant, Ahri-man, Red Panther	8
2	White Mage, Black Mage, Dryad, Treant, Elder Treant, Gobbledygook	8
3	Dryad, Treant, Elder Treant	2~11
4	Squire, Chemist, Knight, Archer, White Mage, Black Mage, Time Mage, Summoner, Thief, Orator, Mystic	4

THE PALINGS

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Traps
A1	Phoenix Down	Iga Blade	Hypnogas
A12	Phoenix Down	Elixir	Sten Needle
C4	Phoenix Down	Excalibur	Death Trap
G1	Phoenix Down	Elixir	Death Trap

SUGGESTED DEPLOYMENT:

Include Black Mages equipped with Arithmeticks in your party. Also equip at least one melee character with Ignore Height. Ramza (Ninja or Dark Knight), Agrias, or Orlandaeu are all good choices.

TACTICS:

The exits here are at the bottom floor, below the plateau you start on. You can walk around to the bottom floor using the path that wraps around, but Ignore Height enables you to simply jump down the giant cliff to the bottom floor. Also, Black Mages equipped with Arithmeticks can Disable the enemies below by using Hesitation. Once the enemies are unable to act, you are free to look for the exit without worry of attack.



THE PALINGS

DEPLOYMENT SLOTS:

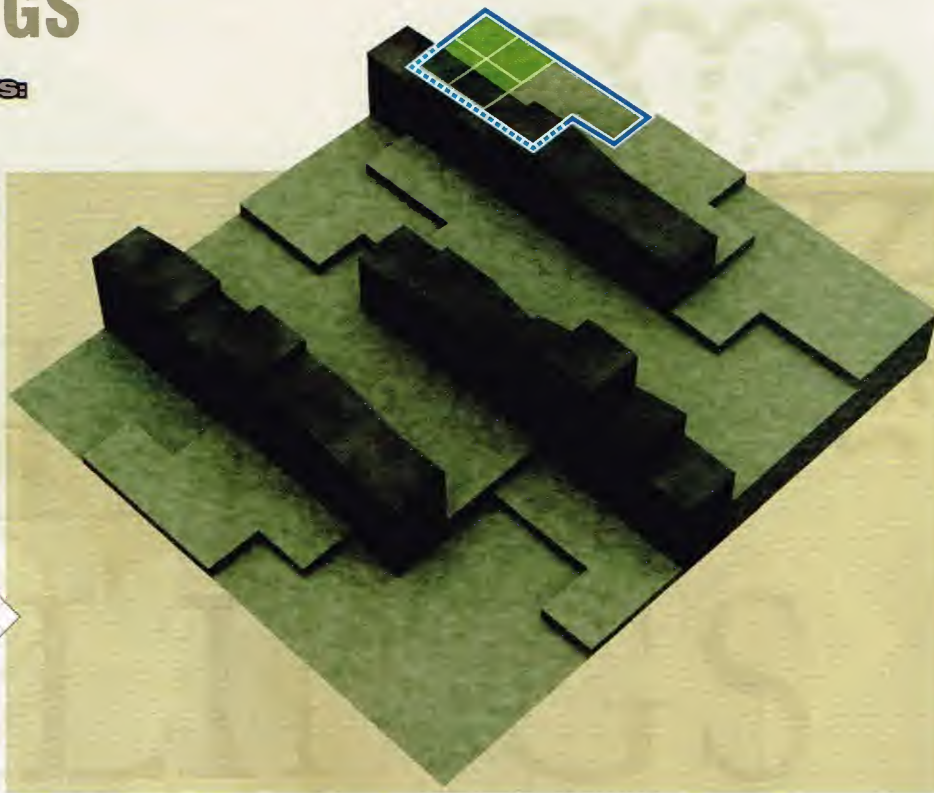
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Archer, Ninja, Wisenkin, Minotaur, Sekhret, Goblin, Black Goblin	8
2	Archer, Black Mage, Piscodaemon, Squidraken, Mindflayer, Floating Eye, Ahriman, Plague Horror, Dark Behemoth	8
3	Behemoth, Behemoth King, Red Panther, Coeurl, Vampire Cat	1~11
4	Knight, Samurai, Chocobo, Black Chocobo, Dragon, Plague Horror, Behemoth, Dark Behemoth, Exploder, Red Panther	4

SUGGESTED DEPLOYMENT:

Any Monks or Black Mages work well here. Agrias and Orlandeau should also be added to your party for balance. Equip them with Teleport to aid their mobility.

TACTICS:

This area has long flat floors with few elevation changes. This makes attacks like the Monk's Shockwave and Agrias' Divine Ruination extremely effective, due to their long and linear targeting areas. You can equip Teleport to move through the walls in this area. This tactic offers a quick way to approach the enemy. Black Mages can be a blast here, largely because of the walls that separate certain parts of the stage. They can be used to target enemies on the opposite side of any of these walls with spells.

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Traps
J1	Phoenix Down	Cursed Ring	Hypnogas
J2	Phoenix Down	Ninja Gear	Sten Needle
K1	Phoenix Down	Elixir	Death Trap
K2	Phoenix Down	Blaster	Death Trap



LOSSES

LABORATORY
ALLOY

WASTEWATER

ADVANCED
STEELWORK

HIGHER FLOOR

MIDLIGHT'S
DEEP

SECRET ROOM

RESTRICTED
ZONE

WAITING
AREA

STORAGE

STORAGE

THE CROSSING

DEPLOYMENT SLOTS:

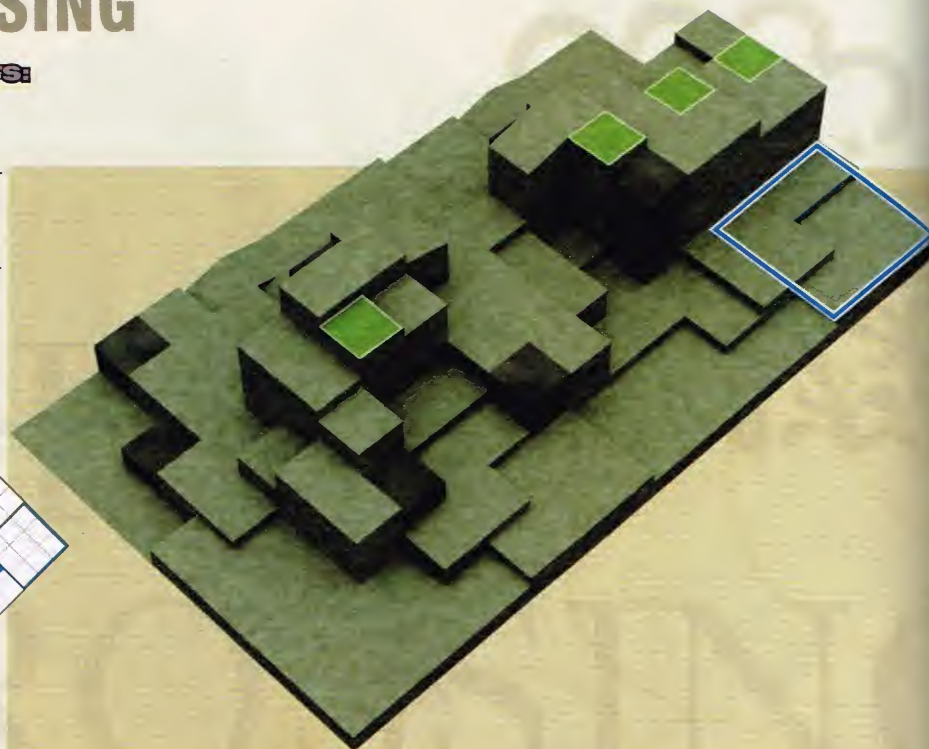
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



THE CROSSING

ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Monk, Black Mage, Thief, Wisenkin, Sekhret, Minotaur	8
2	Archer, Mystic, Skeleton, Bonesnatch, Skeletal Fiend, Behemoth, Behemoth King	8
3	Ghast, Revenant, Skeleton, Bonesnatch	1~11
4	Archer, White Mage, Summoner, Dragoon, Wisenkin, Dragon, Piscodaemon, Mindflayer, Greater Hydra	4

THE SWITCHBACK

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Traps
E5	Phoenix Down	Elixir	Sten Needle
K5	Phoenix Down	Staff of the Magi	Hypnogas
M5	Phoenix Down	Koga Blade	Death Trap
O5	Phoenix Down	Elixir	Death Trap

SUGGESTED DEPLOYMENT:

Black Mages should be taken with you to handle some of the random enemy parties that show up here. You also want to take Orlandeau or Agrias along, so you can use their Hollowed Bolt skill to hit groups of enemies standing next to each other. Equip any and all party members with Teleport, or Ignore Elevation, to compensate for this area's awkward terrain.

TACTICS:

All of the better rare items here are stuck on top of a plateau near your starting point. You can reach them early on if you start the battle with Ignore Elevation equipped. The exits here are separated in a big way, making it very difficult to reach them without running into a fight. Black Mages are needed here to cast status ailments on enemies. It is essential that you quickly eliminate your enemy's ability to fight without defeating all of them. This enables you to search for the area's exit without the worry of an enemy attack. Lastly, two of the enemy party types that appear here have undead enemies in them. If any show up, use Holy or Phoenix Downs to make quick work of them.



THE SWITCHBACK

DEPLOYMENT SLOTS:

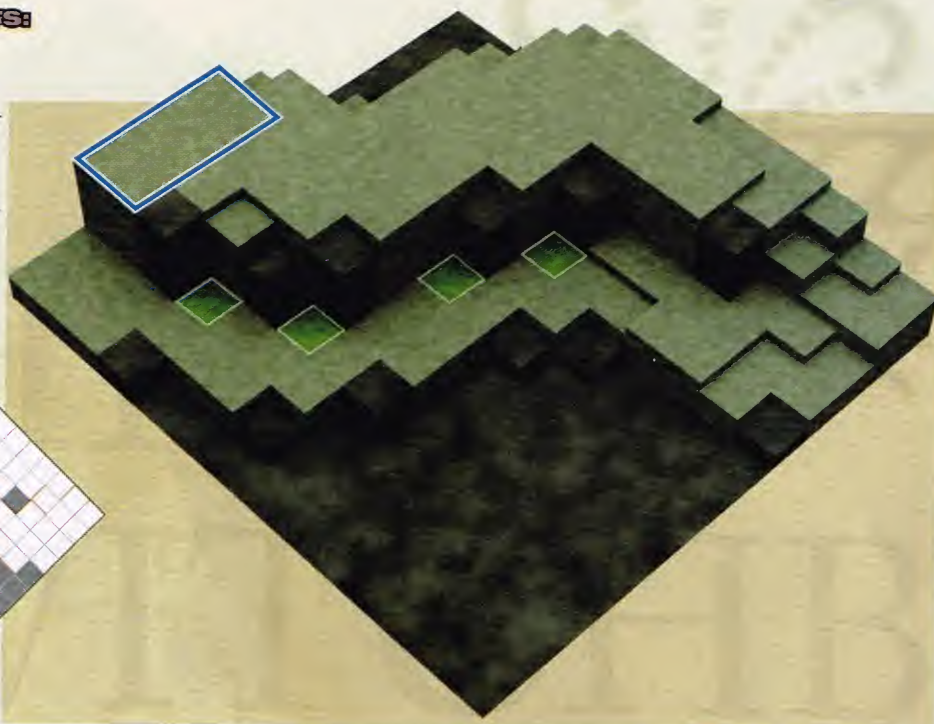
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Dragon, Blue Dragon, Red Dragon, Greater Hydra, Hydra, Behemoth, Behemoth King, Dark Behemoth, Malboro, Greater Malboro, Ochu	8
2	Summoner, Treant, Dryad, Elder Treant, Bomb, Grenade, Exploder, Red Panther, Coeurl	8
3	Archer	5~11
4	Black Mage, Summoner, Arithmetician	4

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Traps
C4	Phoenix Down	Elixir	Sten Needle
D6	Phoenix Down	Ragnarok	Hypnogas
G7	Phoenix Down	Lordly Robe	Death Trap
I8	Phoenix Down	Perseus Bow	Death Trap

SUGGESTED DEPLOYMENT:

Arithmeticks is extremely important on this map. Equip Black or White Mages with it, so they can quickly dispatch the enemies here. Make sure they have Holy available for use, which is extremely effective against the foes on this floor.

TACTICS:

One of the enemy parties that appear on this map is extremely powerful. It is comprised of every type of Dragon, Hydra, and Behemoth in the game. As a result, you should bring along several of your strongest units as a cautionary measure. Black or White Mages with the Arithmeticks ability can really shine here. Select Height, then 3 as your calculation to hit several of the enemies on the bottom floor. If you are using Holy as your spell of choice, you can defeat most adversaries with a single spell.

There is another enemy party here that occasionally appears. It consists of Summoners, Black Mages, and Arithmeticians. This party creates a chance to learn expensive job abilities through the Crystals that are left behind after their defeat. Use this battle as a means of obtaining new skills without having to spend JP on expensive abilities.



MAJOR

CHARACTER
ZONES

WILDERNESS

ADVANCED
SCULPTURES

TRAILER STENTS

MIDLIGHT'S
DEEP

WALL SMALL

WALL GREEN
WOOD

POWDERING
CUTIN

LOGARITHM

ITEMS

THE INTERSTICE

DEPLOYMENT SLOTS:

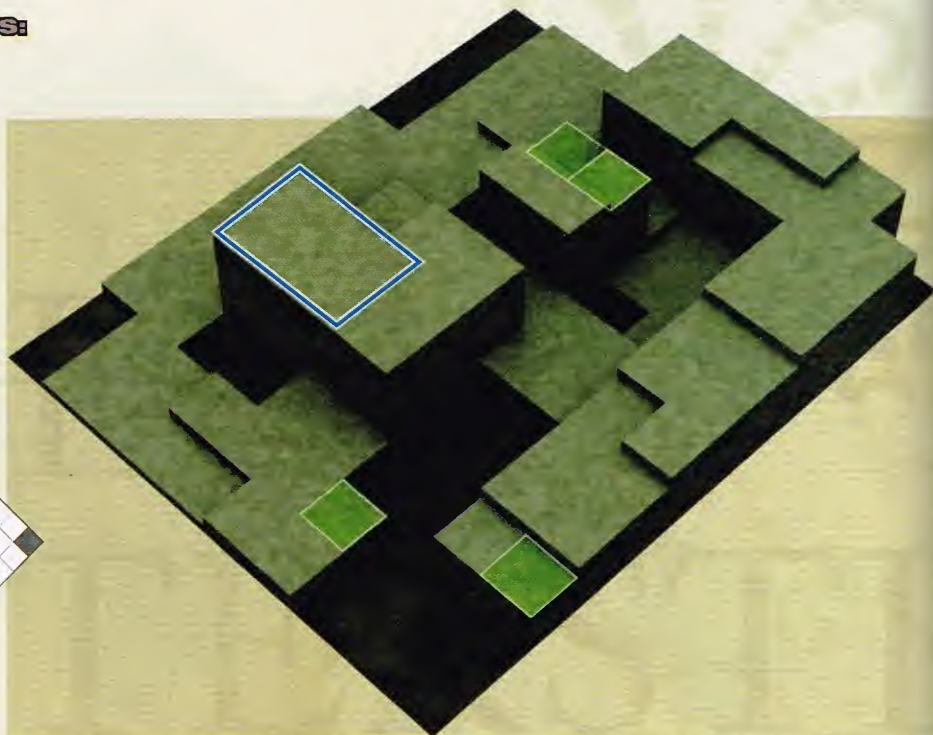
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMY PARTY LIST:

Pattern	Enemy Types in Party	Enemy Amount
1	Samurai, Ninja	8
2	Dragoon, Cockatrice, Dragon, Blue Dragon, Red Dragon	8
3	Knight, Archer, Black Mage, Chocobo, Black Chocobo, Red Chocobo	6~11
4	Time Mage, Summoner, Mystic, Sekhret, Red Panther, Greater Hydra, Behemoth	4

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop	Trap
B7	Phoenix Down	Elixir	Sten Needle
C10	Phoenix Down	Maximillian	Hypnogas
I5	Phoenix Down	Venetian Shield	Death Trap
I6	Phoenix Down	Grand Helm	Death Trap

SUGGESTED DEPLOYMENT:

Include units that have the Sticky Fingers ability in your party for this floor. One of the enemy party types that make an appearance here includes several Ninja. If the Ninja are ever at level 90 or above, they are more than willing to throw rare items at you. The Catch ability also acts as a defense mechanism against this party's main ranged attack. See the Ninja Item Catching section (Advanced Strategies) of this guide for more details about this ability.

TACTICS:

Since your party starts on such a high platform, your units need to be equipped with Teleport, or a Jump rating of 6, to drop to the floor below. The same goes for the enemy units below. The enemies can't reach you with anything, except for spells and thrown weapons (if they are Ninja). Instead of dropping immediately, follow the elevated path that wraps around the right edge of the map. Use spells like Beowulf's Chicken to keep the enemies at the bottom floor busy, while you jump across the pillars in the middle of the stage. Move around and check all of the exits in a circular pattern. You can drop off of the cliff from the south end where it is lowest, then continue to search the bottom floor.



TERMINUS

DEPLOYMENT SLOTS:

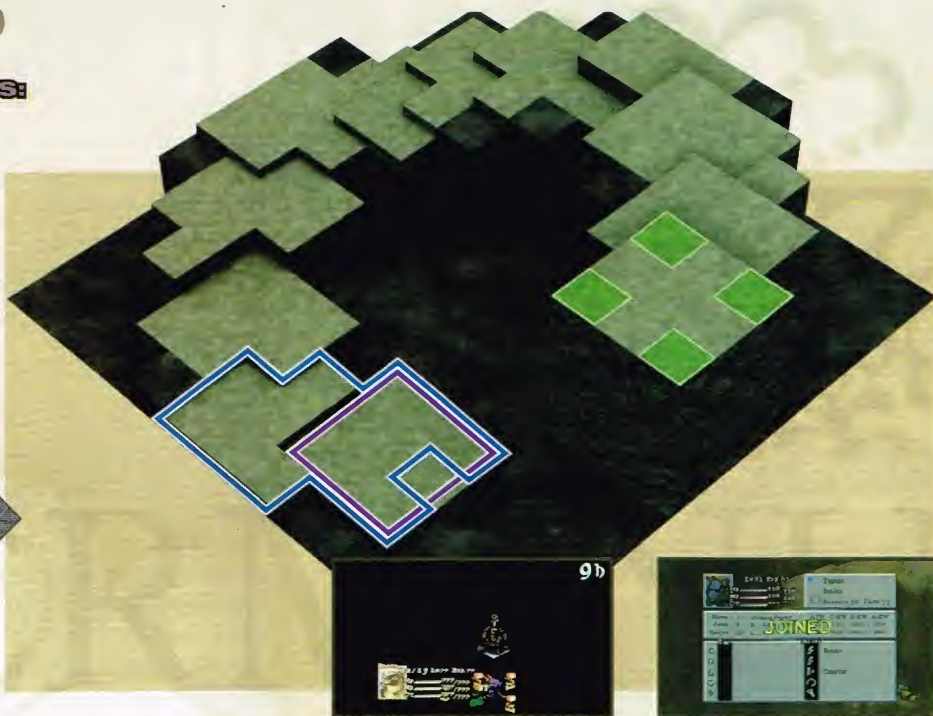
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VICTORY:

Defeat all enemies.

DEFEAT:

Ramza is killed.



ENEMIES:

#	Enemy	Job	Gender	Level
A	Elidibus	Serpentarius	None	75
B	Reaver	None	None	?
C	Reaver	None	None	?
D	Reaver	None	None	?
E	Reaver	None	None	?
F	Reaver	None	None	?
G	Reaver	None	None	?

ALLIES:

#	Ally	Job	Gender	Level	Zodiac	Bravery	Faith
A	Byblos	None	None	None	None	None	None

ENEMY PARTY LIST (AFTER ELIDIBUS HAS BEEN DEFEATED):

Pattern	Enemy Types in Party	Enemy Amount
1	White Mage, Chocobo, Black Chocobo	8
2	Archer, Black Mage, Mystic, Pig, Swine	8
3	Red Dragon, Greater Hydra, Hydra	6~11
4	Black Mage, Time Mage, Summoner, Mystic, Tiamat	

HIDDEN TREASURES:

Grid	Normal Drop	Rare Drop
F11	Phoenix Down	Chaos Blade
F13	Phoenix Down	Elixir
H11	Phoenix Down	Elixir
H13	Phoenix Down	Chirijiraden

SUGGESTED DEPLOYMENT:

Elidibus, the boss of Midlight's Deep, has access to a unique summon spell called Zodiark. This ability can only be learned by a Summoner that takes a hit from the spell and survives. Include any Summoners in your party that you want to learn Zodiark. You may want to equip Mana Shield on them to help them survive a blast from this powerful spell. You may also want to attach Arithmeticks as their secondary ability set, so that they can handle the Reavers on this stage. Elidibus has a potent ability called Poison Frog that inflicts both the Toad and Poison status on a unit, so you may want to equip items that nullify both affects (try Cachushas, Ribbons, or the Japa Mala).

TACTICS:

Byblos makes an appearance on this map, and he will join your party as long as he is alive by the end of it. No exit can be found on this floor. You must complete the area by defeating Elidibus, a powerful boss that wields unique spells. Since the items in this area are on the platform that Elidibus is sitting on, ignore them during your first play through of this stage and can come back to get them later. Concentrate on learning Zodiark from Elidibus first. DO NOT defeat him until at least one of your members has learned Zodiark, since the spell cannot be learned anywhere else. Move a Summoner with Mana Shield into his casting range to bait his attack. Be sure to have some way of rejuvenating the Summoner's MP (throw a Hi-Ether with a Chemist, or use Manafont). Despite the incredible destructive power of Zodiark, it won't inflict any damage to your Summoner's HP as long as they have at least one MP left.

Concentrate on defeating the enemies here after Zodiark has been obtained. The Reavers on this map are extremely weak to fire spells, so use your Summoner to cast Firaga on them (use Arithmeticks calculation CT 3, 4, or 5). You can equip Flame Shields to your melee units to protect them against Firaga if you have to target friendly units. Once the Reavers are gone, focus all of your attacks Elidibus. As long as you have the right items to resist his Poison Frog spell, he shouldn't be too difficult to handle. You receive the Serpentarius Stone for completing the stage.

MAP

CHARACTER
JOBS

WALLS/DOOR

UNLOCKED
STATISTICS

SPECIAL EVENTS

MIDLIGHT'S
DEEP

WALLS/DOOR

MIDLEVEL
MODE

POSSIBLE
ITEMS

ENEMIES

ITEM DATA

Melee Mode

A single question is often asked whenever a player obtains that final unique piece of equipment in an RPG: What's the point of having all of this rare equipment I spent hours collecting? The Melee Mode answers this question by finally enabling you to take your overpowered characters into battle against an unsuspecting friend. Here you can combat any nearby player using the PSP's Ad Hoc Mode. Though this mode is intended for fun and competition, defeating your adversary unlocks new items never before seen in the original *Final Fantasy Tactics* game. Use this guide as a means of familiarizing yourself with Melee Mode's rules and item data.



MELEE NOTES

1. Poaching is not possible.
2. JP obtained is kept after the battle ends, however all other stats return to their normal values before the battle occurred.
3. Units KO'd on the battlefield are not permanently lost. They disappear from the field once their KO countdowns expire, but rejoin the party once the mission has been completed.
4. All items lost during a battle are restored once it has been completed. Restored items included consumables that were used with Items or Auto-Potion abilities, stolen equipment, equipment destroyed by enemy attacks, katana swords that were shattered when using laido, and weapons thrown with the throw ability.
5. Items cannot be permanently stolen from the enemy.

DETERMINING THE WINNER

A Melee battle ends once all units belonging to either player are defeated. If the action limit is reached before this occurs, then the player with the most remaining characters is the winner. If both players have the same number of units, the game ends in a draw.

The winner of the battle is awarded three items, while the loser is given one. In the case of a draw, two items are awarded to both players.

ITEM RING

The items that appear in the treasure ring are randomly generated. However, there are two invisible factors that affect the quality of the items that appear. The first factor is your "Reward Level", which determines the list of items that have the possibility of appearing within the treasure chests. The Reward level you earn after battle is calculated by taking the average level of your units and adding it to a random number generated between -5 and +5 (so -5, -4, -3, -2, -1, +1, +2, +3, +4, or +5). The higher your reward level is at the end of battle, the greater the chance of rare items appearing in the chests.

The second factor is the Battle Point system, which takes the amount of damage you've dealt, the amount of HP you've recovered, and the number of units that couldn't attack during a turn, to perform a calculation that rates your performance. You are assigned a certain number of Battle Points (which cannot be seen) to determine the chances of specific items appearing in the item ring.

In short, the best way to get the rare items that appear in Melee Mode is to perform well in battle using level 99 characters. If you have a friend that is willing to shame his family name, you can manipulate the system by simply having one player throw the match. If done several times in succession, you can easily obtain the majority of the rare items in a few hours.



UNIQUE ITEMS FOUND IN MELEE MODE

The following is a list of the unique items found within Melee Mode. The Reward Level column indicates the Reward level where item starts appearing. Note that even if any item appears at a low Reward Level (like 41), the chances of receiving it at that level are much lower than if your units were level 99. Also, keep in mind that this does not cover every item that appears in this mode. In fact, *many* different items make an appearance. However, these items are common and usually are not worth pursuing.

Name	Reward Level	Name	Reward Level
Chaosbringer	41~99	Chantage	81~99
Arondight	51~99	Onion Sword	81~99
Golden Axe	61~99	Onion Helm	81~99
Balmung	71~99	Vesper	81~99
Gae Bolg	71~99	Brave Suit	81~99
Reverie Shield	71~99	Moonsilk Blade	81~99
Acacia Hat	71~99	Minerva Bustier	81~99
Sage's Robe	71~99	Fornalhaut	91~99
Empyrean Armband	71~80	Onion Gloves	91~99
Francisca	81~99	Orochi	91~99
Nirvana	81~99		

NEW COMBAT ADDITIONS TO MELEE MODE

TRAPS

There are several different traps that can be set on the battlefield. Each trap does different things to hinder your enemy's march towards your force. Place them on panels that seem like advantageous positions that your enemy may try to secure. Take note of the abilities of each trap and use ones that work well in combination with your unit's abilities. Mustadio, for example, can use Seal Evil to instantly defeat any enemy afflicted with the Cursed Stone trap. On the other hand, the Mine trap causes the Oil status ailment, which makes the enemy infected weak to the fire element.



TRAP TYPES

	Sten Needle Trap	Deals Damage
	Hypnogas Trap	Causes Sleep Status
	Death Trap	Causes Doom Status
	Mine	Causes HP Loss and Oil Status
	Mossfungus Trap	Inflicts Poison
	Cursed Stone	Causes Undead Status



Trap Escape Command

A window with button inputs appears on screen whenever a trap has been sprung. If you input the command shown correctly before time runs out, you'll avoid the trap's negative effects. The length of the command that appears is determined by the total amount of traps both you and your enemy have on the field. The fewer total traps on the field, the more command inputs are required to safely bypass the trap. This system is in place to act as a means of making traps more dangerous as traps are removed from battle.



Total Traps Left	1~5	6~10	11~15	16~20
Command Input #	10	8	6	4

ATTACK TIMING FEATURE

A system unique to Melee Mode, an exclamation point appears over your unit's head whenever they attack. If you press \otimes right as it appears, you'll score a critical hit and knock your enemy back 1 panel. The window to correctly initiate this technique varies depending on the hit percentage of the attack. For example, if your unit only has a 60% chance of hitting an enemy with a sword, then you only have 8/60th of a second when the exclamation point appears to hit \otimes and score the attack bonus. So if the game is running at 60 frames a second, that means you only have an 8 frame window to press \otimes . The better your unit's hit rate is, the easier it is to score a critical hit. The following chart shows how the timing changes depending on your character's hit percentage.



Attack Type	0%	1~25%	26~50%	51~99%	100%
Bare Handed	1/60sec	2/60sec	3/60sec	4/60sec	5/60sec
Guns*	1/30sec	1/30sec	2/30sec	2/30sec	3/30sec
Other	2/60sec	4/60sec	6/60sec	8/60sec	10/60sec

*Refers only to the Glacial Gun, Blaze Gun, and Blaster

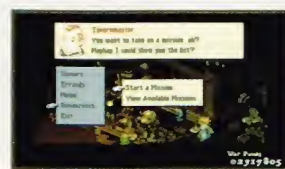
RESISTANCE BARRAGE

If the hit probability for an attack is anywhere between 40 to 60%, both players will be prompted to press \otimes repeatedly once the attack is confirmed. If the defending player presses \otimes more times than the attacker, the strike will be avoided. If the attacker presses the button more times, their swing will hit. Whenever your hit probability is low, prepare to mash on \otimes before confirming the attack.



Rendezvous

The Rendezvous Mode is an optional set of battles that you can play with a friend. None of the missions found in this mode are necessary for completion of the game. Instead, rare items are rewarded upon completion of a mission. This section covers the final six Rendezvous missions open for play. The last four missions, An Ill Wind, Brave Story, Nightmares, and the Guarded Temple, do not appear until after you have completed the main game. Strategy for the first nine Rendezvous missions is found within the main walkthrough, so please refer to that section when looking for advice on the earlier missions.



RENDEZVOUS MISSION RULES

1. Arithmeticks cannot be used.
2. No gil can be acquired.
3. Poaching is not possible.
4. JP and any abilities obtained from crystals are kept after the battle ends.
5. Units KO'd on the battlefield are not permanently lost. They disappear from the field once their KO countdowns expire, but rejoin the party once the mission has been completed.
6. All items lost during a mission are restored once it has been completed. Restored items included consumables that were used with Items or Auto-Potion abilities, stolen equipment, equipment destroyed by enemy attacks, katana swords that are shattered when using laido, and weapons thrown with the throw ability.
7. Any items taken from chests, caught with the Sticky Fingers ability, or stolen from the enemy are kept after a mission ends. You cannot, however, steal items from your partner.

MISSION EVALUATION

Items are awarded to both of the participating players upon completion of a mission. These items are kept hidden in a ring of 16 chests that appear after a battle. The number of chests each player may open depends on the evaluation they receive. Mission results are evaluated on a scale of one to five stars. The evaluation number you receive is the exact number of chests you are able to open. Your evaluation is determined by how many units you use in battle, the amount of enemies you defeat, and whether or not any of your units die in battle. You can obtain a high rank by using fewer units in battle and trying to complete the battle without losing units.



Tips for Obtaining a 5 star Rank

1. Don't let any units die.
2. Use only 2 units (1 per player).
3. Select reaction abilities that counter your enemy's abilities.



ITEM RING

The items that appear in the treasure ring are random, but there is an invisible factor that affects the quality of the items that appear. This factor is your Reward Level, which determines the list of items that have the possibility of appearing within the treasure chests. The Reward level you have earned after battle is calculated by taking the average level of both allied and enemy units on the field and adding it to a random number generated between -5 and +5 (so -5, -4, -3, -2, -1, +1, +2, +3, +4, or +5). The higher your reward level is at the end of battle, the greater the chance of rare items appearing in the chests.



MISSION REWARD CAP

Each Mission has a specific Reward Level cap, meaning some items cannot be obtained on specific missions. The following chart illustrates the Reward Level caps for each mission.

Mission Name	Reward Level Cap	Mission Name	Reward Level Cap
Chocobo	21~30	Shades of the Past	71~80
Defense		The Knights	81~90
Chicken Race	31~40	Templar	
Treasure Hunt	31~40	All-Star Melee	81~90
Teioh	41~50	The Guarded	91~99
Lost Heirloom	41~50	Temple	
The Fete	51~60	Nightmares	91~99
Desert Minefield	51~60	Brave Story	91~99
Littering	61~70	An Ill Wind	91~99

ADVICE FOR PROCURING RARE ITEMS

Unique items only start appearing at Reward Levels 50 or higher. Rare items are the easiest to obtain when you start earning a Reward level of 90~99. Since some missions have Reward Level caps, the easiest way to obtain rare equipment is to use level 99 characters to repeatedly finish the final 4 missions; The Guarded Temple, Nightmares, Brave Story, and An Ill Wind.

UNIQUE ITEMS FOUND IN RENDEZVOUS MODE

Like Melee Mode, several unique items can be obtained in Rendezvous Mode. The Reward Level column indicates the Reward level when the item starts appearing. Note that even if any item appears at a low Reward Level (like 41), the chances of receiving it at that level are much lower than if your units were level 99. The Mission column designates whether the item is only obtainable on a specific mission. Keep in mind that this list does not cover every item that appears in this mode. In fact, *many* different items make an appearance. These items are common and usually aren't worth pursuing.

Name	Reward Level	Mission
Deathbringer	51~60	Any
Golden Axe	51~60	Any
Gaius Caligae	51~60	Any
Durandal	61~70	Any
Brass Coronet	61~70	Any
Stardust Rod	71~80	Any
Brigand's Gloves	71~80	Any
Moonblade	71~80	Any
Onion Armor	81~90	Any
Onion Shield	81~90	Any
Sagittarius Bow	91~99	Any
Fomalhaut	91~99	The Guarded Temple
Grand Armor	91~99	The Guarded Temple
Gungnir	91~99	Nightmares
Dreamcatcher	91~99	Nightmares
Crown Scepter	91~99	Brave Story
Sage's Ring	91~99	Brave Story
Valhalla	91~99	An Ill Wind
Vanguard Helm	91~99	An Ill Wind

GETTING READY

The next several missions are not a walk in the park. Within them lurks many powerful enemies that are coupled with incredible equipment. It is recommended that you obtain the hidden items within Midlight's Deep and attempt using some of the power leveling tactics described in Advanced Strategies before attempting these missions.

With that said, preparation is the most important aspect of Rendezvous Mode. The following information has been provided as a template for equipping your characters. It is understood that not all of your characters can be equipped in this manner; this set is mostly designed to give both players one all powerful unit to take with them into every combat situation. Other equipment sets and combinations are mentioned before the advent of each mission. Hopefully, these examples provide some insight into how your characters should be equipped.

Recommended Ability Set

Ability	Notes
Holy Sword	This skill set is one of the most flexible list of skills for any unit. Hollowed Bolt and Divine Ruination inflict spell-like damage without the MP cost or charge time.
Darkness	Sanguine Sword drains HP from your enemy and adds it to your own. This is one of the few aggressive ways to gain HP while staying on the offensive.
Auto-Potion	Unholy, Darkness and the Holy Sword skills your enemies will be using tend to inflict extremely high amounts of damage. This Reaction Ability, assuming you are loaded with X-Potions, is the easiest way to compensate for the damage dealt to you.
Vehemence	This ability is the easiest way to max out your damage output to 999. However, you may have to replace it with Safeguard on occasion to guard against Unyielding Blade techniques.

Recommended Equipment Set

Item	Notes
Chaos Blade	The Chaos Blade has the strongest attack rating of any weapon in the game. Since Holy Sword techniques are considered physical attacks, this weapon helps increase their potency by a large margin. It even comes equipped with an innate Haste.
Escutcheon (strong)	The stronger version of the Escutcheon improves a unit's evade rating by absurd amounts. Equip it to your most aggressive character to help lower the amount of punishment they take.
Ribbon	One of the more dangerous aspects of Rendezvous missions is the many enemies carry potent status ailments. The Ribbon nullifies all of these ailments without a cost.
Maximillian	The massive 200 HP increase this armor grants is useful on units that are already have status enhancements from other items. If they don't, you may want to replace this piece with the Grand Armor instead, which has Regen and Reraise.
Tynar Rouge	Physical ATK +3, Magick ATK + 3, and an innate Protect, Shell, and Haste make the Tynar Rouge an excellent accessory. This is a good choice for Agrias or Meliadoul.

Other Preparations

Suggestion	Notes
Level 99	Use level boosting techniques to raise your character's levels to 99. They'll need all of the statistic boosts they can get.
Bravery 97	Bravery improves the success rate of Reaction Abilities, which is necessary to make sure Auto-Potion initiates often. Use the Orator's abilities to increase Bravery as much as needed.
Faith 03	Since there won't be many instances where defensive support casting will be used to help regenerate your characters, Lower your Faith to weaken enemy spells. Again, use the Orator abilities to help make this happen.
0 Potions, 0 Hi-Potions, 99 X-Potions	Sell your Potions and Hi-Potions and start stocking in X-Potions. This will increase the effectiveness of Auto-Potion, enabling it to give you 150 HP every time you are hit.

Orlandeau + Agrias Dream Team

When all is lost and you simply have no idea what to do, fall back on Orlandeau and Agrias. This tag-team duo has the perfect combination of statistics and abilities for Rendezvous missions. Their Hallowed Bolt and Divine Ruination skills are effective in almost any situation you'll encounter. Orlandeau, in particular, has the strongest mix of skills present for any job. With the right equipment, these two monsters can make quick work of the many dangerous missions to come.



RENDEZVOUS: THE KNIGHTS TEMPLAR

DEPLOYMENT SLOTS:

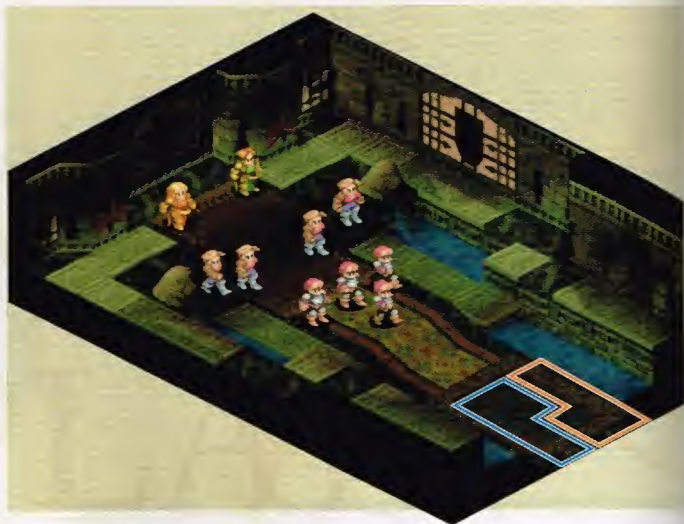
2 teams of 3 units each

VICTORY:

Defeat all enemies.

DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Wiegraf	White Knight	Male	Variable	Random	Random	Random
B	Isilud	Nightblade	Male	Variable	Random	Random	Random
C	Random	Squire	Male	Variable	Random	Random	Random
D	Random	Squire	Male	Variable	Random	Random	Random
E	Random	Squire	Male	Variable	Random	Random	Random
F	Random	Squire	Male	Variable	Random	Random	Random
G	Random	Archer	Male	Variable	Random	Random	Random
H	Random	Archer	Male	Variable	Random	Random	Random
I	Random	Archer	Male	Variable	Random	Random	Random
J	Random	Archer	Male	Variable	Random	Random	Random



SUGGESTED DEPLOYMENT:

The following missions are a set of four battles back-to-back. Many of the boss characters here carry the Unyielding Blade ability set, which shatters a unit's equipment while inflicting massive damage to them. Because of this, the Safeguard ability can be equipped to help deal with this problem. Agrias and Orlandeau should be added to your attack roster, who can handle this mission by themselves if they are at a high enough level (earning you a high rank). Otherwise, Geomancers, Dark Knights, and Rapha are all solid choices for this map. Equip at least one of these characters with the Item ability to take care of any unforeseen problems that may arise.

BATTLE 1 TACTICS:

Agrias and Orlandeau completely dominate this map. The group of Squires closest to your party is standing in a "T" formation, making them very vulnerable to the Hallowed Bolt skill. They should go down with a single blast. The Archers, along with Wiegraf and Isilud, also tend to group together during the later stages of the battle, making it easy to target multiple enemies at a time. Without the ability to disarm you, Isilud has no other attack option at his disposal outside of normal attacks, making him vulnerable to the potent ranged options at Agrias or Orlandeau's disposal.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Cletienne	Sorcerer	Male	Variable	Random	Random	Random
B	Random	White Mage	Female	Variable	Random	Random	Random
C	Random	White Mage	Female	Variable	Random	Random	Random
D	Random	Black Mage	Female	Variable	Random	Random	Random
E	Random	Black Mage	Female	Variable	Random	Random	Random
F	Random	Time Mage	Female	Variable	Random	Random	Random
G	Random	Time Mage	Female	Variable	Random	Random	Random
H	Random	Summoner	Female	Variable	Random	Random	Random
I	Random	Summoner	Female	Variable	Random	Random	Random
J	Random	Summoner	Female	Variable	Random	Random	Random



BATTLE-2-TACTICS:

This map consists entirely of mage classes. The majority of the casters here are carry a variety of potent attack spells. Pay close attention to your Turn list to know when enemy spells are going to initiate. This is especially useful against Summoners, whose spells can be avoided if you move away from their targeting area. Humorously, the mages here are set up in a bowling pin formation that enables Agrias and Orlandeau to target up to four of them at a time. This arrangement makes it easy to defeat several enemies with a single attack. Cletienne tries to revive the fallen units with Arise, but the spell's heavy casting period simply leaves him open to attack. Use the opportunity to move in for the kill and end the mission without casualties.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Barich	Machinist	Male	Variable	Random	Random	Random
B	Random	Chemist	Male	Variable	Random	Random	Random
C	Random	Chemist	Male	Variable	Random	Random	Random
D	Random	Chemist	Male	Variable	Random	Random	Random
E	Random	Chemist	Male	Variable	Random	Random	Random
F	Random	Chemist	Male	Variable	Random	Random	Random
G	Random	Orator	Male	Variable	Random	Random	Random
H	Random	Orator	Male	Variable	Random	Random	Random
I	Random	Orator	Male	Variable	Random	Random	Random
J	Random	Orator	Male	Variable	Random	Random	Random



BATTLE-3-TACTICS:

Your enemy has finally dropped their poor party formation; instead they have spread out to avoid group attacks. Additionally, the Chemists and Orators here are all using elemental guns, which are extremely effective against any units that have a lot of Faith. These factors allow the enemy to pick away at your forces from a distance, without the worry of counter attack. There are no real tricks to this battle outside of keeping your Faith low; you're going to take a lot of hits while trying to hunt down enemies. Use the Item command to help compensate for the many hits you take during this process, and keep up your frequent use of Hallowed Bolt (as always).



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Folmarv	Divine Knight	Male	Variable	Random	Random	Random
B	Loffrey	Divine Knight	Male	Variable	Random	Random	Random
C	Random	Knight	Male	Variable	Random	Random	Random
D	Random	Knight	Male	Variable	Random	Random	Random
E	Random	Knight	Male	Variable	Random	Random	Random
F	Random	White Mage	Male	Variable	Random	Random	Random
G	Random	White Mage	Male	Variable	Random	Random	Random
H	Random	Dragoon	Male	Variable	Random	Random	Random
I	Random	Dragoon	Male	Variable	Random	Random	Random
J	Random	Dragoon	Male	Variable	Random	Random	Random



BATTLE-4-TACTICS:

The Knights near the front of this map are easy prey; blast them with Hallowed Bolt a couple of times to make quick work of them. With them out of the picture, concentrate on the Dragoons flanking you to the east and west. Soon enough, Folmarv and Loffrey start to close in on your location. Concentrate your attack on them, since the remaining Dragoons and White Mages start to isolate themselves. With Safeguard on, the Divine Knights are limited to close range attacks to inflict damage. Use Hallowed Bolt and other ranged attacks to strike them before they move into a dangerous range.



RENDEZVOUS: ALL-STAR MELEE

DEPLOYMENT SLOTS:

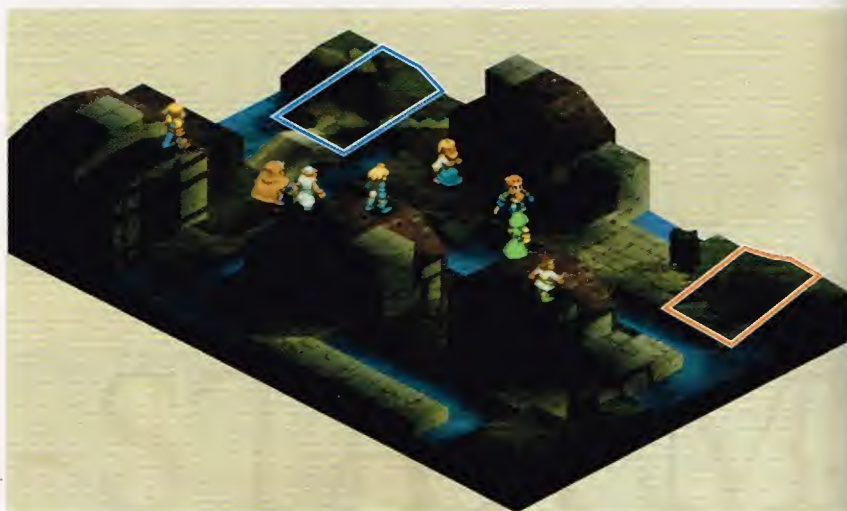
2 teams of 3 units each

VICTORY:

Defeat all enemies.

DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Ramza	Knight	Male	Variable	Random	Random	Random
B	Mustadio	Machinist	Male	Variable	Random	Random	Random
C	Agrias	Holy Knight	Female	Variable	Random	Random	Random
D	Rapha	Skyseer	Female	Variable	Random	Random	Random
E	Marach	Netherseer	Male	Variable	Random	Random	Random
F	Orlandeou	Sword Saint	Male	Variable	Random	Random	Random
G	Meliadoul	Divine Knight	Female	Variable	Random	Random	Random
H	Beowulf	Templar	Male	Variable	Random	Random	Random
I	Reis	Dragonkin	Female	Variable	Random	Random	Random



SUGGESTED DEPLOYMENT:

Orlandeou and Meliadoul can make healthy use of the "Crush" techniques, which could outright cripple a unit if they're hit. The Safeguard ability is an absolute must for dealing with them, so equip it to the characters that don't need the ability slot for anything else. Mana Shield and Manafont are also extremely useful on this field, since most enemies are reliant upon ranged attacks. Auto-Potion is actually a better choice if you have plenty of X-Potions, but since they are hard to come by, Mana Shield and Manafont can get the job done in its place. You may also need First Strike to handle the enemies using Soulbind. Orlandeou, Agrias, Beowulf, and Balthier should be your first character choices. Beowulf is worthwhile because of his Break and Disable skills, which most of the enemies on this map don't have resistances against. Balthier should be equipped with a Javelin (strong version) and the Brigand's Gloves, both of which allow his Barrage skill to instantly defeat many of the characters on this map in one use. Dark Knights are also a worthy addition to your party because of their explosive damage output.

TACTICS:

This battle is essentially a mirror match; the enemy party consists of many of the main characters you have in your own party. The majority of them are equipped with Haste, enabling most of them to strike preemptively. You'll have to accept the idea that they are going to deal damage before you can if your level is low, so be patient. When your turn comes up, your first objective is to eliminate Orlandeou, Agrias, and Meliadoul. Use Beowulf's Break to put either of them out of commission quickly, or move behind them with Balthier and use Barrage. Orlandeou and Agrias should act as back up for Balthier and Beowulf. Orlandeou can use "Crush Weapon" to weaken Mustadio if he is causing trouble from afar. Hallowed Bolt and Divine Ruination will come in handy if Beowulf, Reis, and Rapha ever group together.



RENDEZVOUS: THE GUARDED TEMPLE

DEPLOYMENT SLOTS:

2 teams of 3 units each

VICTORY:

Defeat all enemies before the time limit expires.

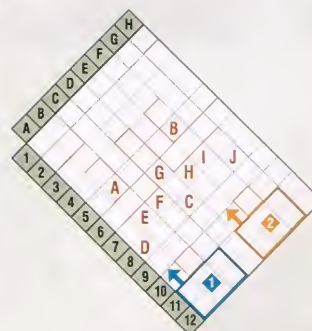
DEFEAT:

All allies defeated.
Time limit expires.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Protoconstruct	Automaton	N	Variable	Random	Random	Random
B	Protoconstruct	Automaton	N	Variable	Random	Random	Random
C	Construct 2	Automaton	N	Variable	Random	Random	Random
D	Construct 3	Automaton	N	Variable	Random	Random	Random
E	Construct 3	Automaton	N	Variable	Random	Random	Random
F	Construct 3	Automaton	N	Variable	Random	Random	Random
G	Construct 3	Automaton	N	Variable	Random	Random	Random
H	Construct 3	Automaton	N	Variable	Random	Random	Random
I	Construct 3	Automaton	N	Variable	Random	Random	Random



SUGGESTED DEPLOYMENT:

Equip units with items that give Haste, Regen, and Reraise (Angel Ring, Septième, Brigand's Gloves, Chantage and Tynar Rouge). Chaos Blades should also be procured for any sword wielding characters, so you may opt to try and catch a few from enemy Ninja before trying this mission. Agrias and Orlandeau should be your main attacking units for this mission, so equip them with Chaos Blades and Vehemence to max out their damage dealing capabilities. For other characters, equip Lifefont, Defense Boost, and Auto-Potion to help deal with the extreme damage output from the Constructs. You may also want to include Ramza as Dark Knight for even more damage distribution.

TACTICS:

The robots here have initiated a 10 turn self destruct program. If the constructs are not defeated when time runs out, the game ends. If that wasn't bad enough, the robots malfunction on turn 8, dropping the turn count down to 4. This essentially means you have to defeat ten powerful Constructs in 6 turns.

If you equip your units correctly, they should take 2-3 turns before the robots even have a chance to go. You need to make the most out of these turns and eliminate as many bots as possible. There isn't a trick to this mission beyond this; make sure your units are at a level past 80 and equip them with strong items and abilities. Use Hallowed Bolt, Divine Ruination, and Shadowblade to inflict big damage to as many bots as possible.



RENDEZVOUS
MODE

RENDEZVOUS: NIGHTMARES

DEPLOYMENT SLOTS:

2 teams of 3 units each

VICTORY:

Defeat all enemies.

DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Cúchulainn	The Impure	N	Variable	Random	Random	Random
B	Belias	The Gigas	N	Variable	Random	Random	Random
C	Zalera	The Death Seraph	N	Variable	Random	Random	Random
D	Adrammelech	The Wroth	N	Variable	Random	Random	Random
E	Hashmal	Bringer of Order	N	Variable	Random	Random	Random
F	Ultima Demon		N	Variable	Random	Random	Random
G	Ultima Demon		N	Variable	Random	Random	Random
H	Ultima Demon		N	Variable	Random	Random	Random
I	Ultima Demon		N	Variable	Random	Random	Random
J	Ultima Demon		N	Variable	Random	Random	Random



SUGGESTED DEPLOYMENT:

Protection against Sleep, Stone, Confuse, Stop, Doom and Slow should be your biggest priorities, so bring Level 99 female units equipped with Ribbons. Be sure to poach as many Wild Boars as needed to equip Ribbons on every character. Agrias, Meliadoul and Reis are good unit choices. Meliadoul and Reis should be changed to Dark Knights, while Agrias should equip Fell Sword as a secondary ability set (with Holy Knight as her main job). Equip all of your units with First Strike, ensuring that their Bravery is 97, so that they use Reaction Abilities often. You'll also want to equip items that give you Haste, Reraise and Regen (equip Tynar Rouge, Septième, and Grand Armor). Finally, give Meliadoul and Reis the Jump ability.

TACTICS:

This battle can be a pretty big pain at first sight, but employing the right tactics make it more than manageable. It is even possible to complete it at level 70. Ribbons nullify the many status ailments the creatures on this map use, forcing them to use physical attacks. With First Strike equipped, the majority of their physical attacks will be nullified and countered. From there, the only things to worry about are the Ultima Demons, which have a myriad of powerful attack spells at their disposal. Your objective is to eliminate them before the boss enemies. They are easy to tackle with Holy Sword and Fell Sword abilities. In cases where you are targeted by a spell like Nanoflare, use Jump to target the caster, which avoids the spell while hitting the Demon. If you are surrounded by enemies, this sometimes causes the Ultima Demons to hit several of their own units. Once the Ultima Demons are finished, you are free to take out the remaining boss enemies. Retreat to the water banks on this stage if you're ever worried about taking physical hits; the enemies here can't enter water. You should be able to use Jump, or other long-range attacks, to finish the remaining enemies from these locations with ease.



RENDEZVOUS: BRAVE STORY

DEPLOYMENT SLOTS:

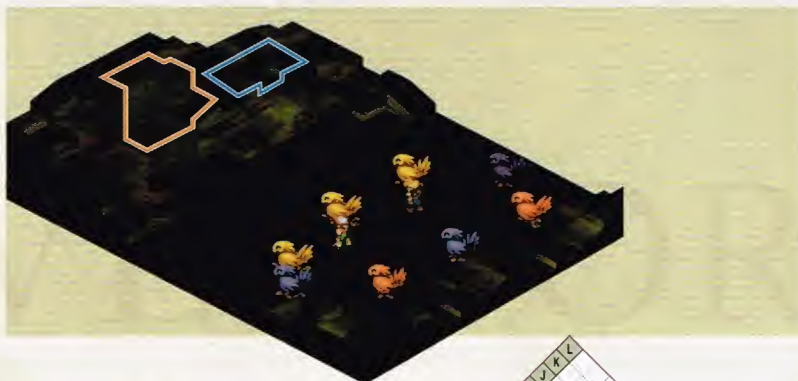
2 teams of 3 units each

VICTORY:

Defeat all enemies.

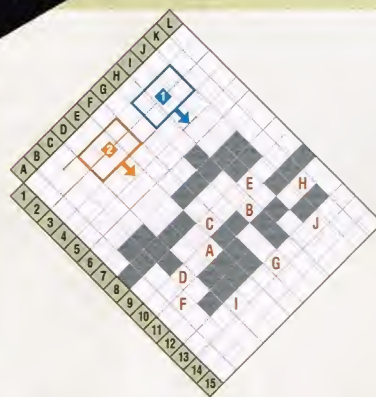
DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Luso	Game Hunter	Male	Variable	Random	Random	Random
B	Cloud	Soldier	Male	Variable	Random	Random	Random
C	Boco	Chocobo	None	Variable	Random	Random	Random
D	Random	Chocobo	None	Variable	Random	Random	Random
E	Random	Chocobo	None	Variable	Random	Random	Random
F	Random	Black Chocobo	None	Variable	Random	Random	Random
G	Random	Black Chocobo	None	Variable	Random	Random	Random
H	Random	Black Chocobo	None	Variable	Random	Random	Random
I	Random	Red Chocobo	None	Variable	Random	Random	Random
J	Random	Red Chocobo	None	Variable	Random	Random	Random



SUGGESTED DEPLOYMENT:

This event is a string of 10 battles in succession. There are no breaks in between skirmishes, so it's best to take a team that is well rounded. Dark Knights, Meliadoul, Agrias, and Orlandeau should be your unit choices. Equip them with Ribbons (Orlandeau with a Thief's Cap), the Safeguard ability, Shirahadori, and any item that invokes Haste. You may opt to include the Items ability set for healing as well. Lastly, it's worth equipping items with Reraise and Regen in case anything goes wrong.

BATTLE 1-TACTICS:

Though the enemies here tend to crowd together, ignore the Chocobos and focus your attacks on Cloud and Luso. Although Cloud's Finishing Touch is normally pretty potent, the Ribbon item should keep most of your characters out of harm's way. Luso is using Shirahadori as a Reaction Ability, so assault him from a distance with Divine Ruination or Sanguine Sword to crack through his defenses. Also use the Hallowed Bolt and the Dark Knight's Unholy Sacrifice to damage any enemies standing near each other.

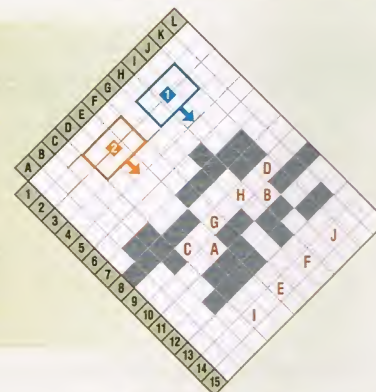


ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Musladio	Machinist	Male	Variable	Random	Random	Random
B	Balthier	Sky Pirate	Male	Variable	Random	Random	Random
C	Random	Chemist	Male	Variable	Random	Random	Random
D	Random	Chemist	Male	Variable	Random	Random	Random
E	Random	Chemist	Female	Variable	Random	Random	Random
F	Random	Chemist	Female	Variable	Random	Random	Random
G	Random	Orator	Male	Variable	Random	Random	Random
H	Random	Orator	Male	Variable	Random	Random	Random
I	Random	Orator	Female	Variable	Random	Random	Random
J	Random	Orator	Female	Variable	Random	Random	Random

BATTLE 2-TACTICS:

Mustadio and Balthier both have the ability to Immobilize or Disable your units from a distance, but neither should affect you if you are equipped with Ribbons and Thief's Caps. Balthier has an Angel Ring equipped which grants him Reraise, so destroy it using Orlandeau's Crush Accessory when you are in range. The rest of the enemies here also have firearms, but it shouldn't be difficult to tackle them. Use the Shadowblade when attacking to regain any HP lost when attempting to close in on them.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Random	Onion Knight	Male	Variable	Random	Random	Random
B	Random	Onion Knight	Male	Variable	Random	Random	Random
C	Random	Onion Knight	Female	Variable	Random	Random	Random
D	Random	Onion Knight	Female	Variable	Random	Random	Random
E	Random	Onion Knight	Female	Variable	Random	Random	Random
F	Random	Sekhret	None	Variable	Random	Random	Random
G	Random	Sekhret	None	Variable	Random	Random	Random
H	Random	Cockatrice	None	Variable	Random	Random	Random
I	Random	Cockatrice	None	Variable	Random	Random	Random
J	Random	Plague Horror	None	Variable	Random	Random	Random

BATTLE-3-TACTICS:

Eliminate the monsters nearby with Shadowblade and Hallowed Bolt. They are normally a threat because of their status ailments, but that shouldn't be a problem with the equipment you have on. The five Onion Knights on this stage are breaking their own job limitations; they have many abilities available for use. All of them have high attack power, and one of them is even wielding a bow. As long as you have Shirahadori, you shouldn't have any problems against their powerful physical attacks.

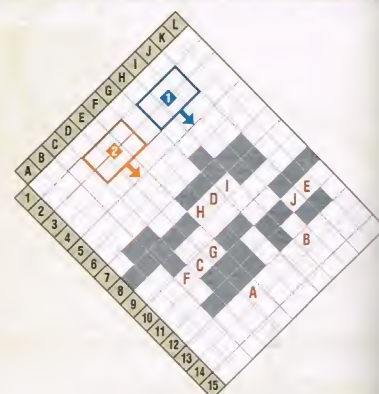


ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Cúchulainn	The Impure	None	Variable	Random	Random	Random
B	Elidibus	Serpentarius	None	Variable	Random	Random	Random
C	Random	Knight (Undead)	Male	Variable	Random	Random	Random
D	Random	Knight (Undead)	Male	Variable	Random	Random	Random
E	Random	Knight (Undead)	Male	Variable	Random	Random	Random
F	Random	Greater Malboro	None	Variable	Random	Random	Random
G	Random	Greater Malboro	None	Variable	Random	Random	Random
H	Random	Greater Malboro	None	Variable	Random	Random	Random
I	Random	Greater Malboro	None	Variable	Random	Random	Random
J	Random	Greater Malboro	None	Variable	Random	Random	Random

BATTLE-4-TACTICS:

Elidibus makes his return to the battlefield in this mission. He and Cúchulainn, the Impure, have a variety of status ailments at their disposal, but none of them should harm you with the equipment you are carrying. Your focus should instead be on eliminating the Malboros and the undead Knights near the front of the stage. Don't use Shadowblade or similar attacks against the Knights; instead, assault them with Divine Ruination or Hallowed Bolt. Although Elidibus has Zodiark at his disposal, his speed is so low that there is little chance that he will have a chance to cast it before you get to him. Pay close attention to his movements and look out for any panels he targets if he has a chance to use Zodiark.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Galfgariion	Fell Knight	Male	Variable	Random	Random	Random
B	Dycedarg	Ark Knight	Male	Variable	Random	Random	Random
C	Zalbaag	Rune Knight	Male	Variable	Random	Random	Random
D	Argath	Squire	Male	Variable	Random	Random	Random
E	Random	Dragoon	Male	Variable	Random	Random	Random
F	Random	Dragoon	Male	Variable	Random	Random	Random
G	Random	Dragoon	Male	Variable	Random	Random	Random
H	Random	Dragoon	Male	Variable	Random	Random	Random
I	Random	Dragoon	Male	Variable	Random	Random	Random
J	Random	Dragoon	Male	Variable	Random	Random	Random

BATTLE-5-TACTICS:

Strangely enough, this battle is much easier to tackle in comparison to the others you had to deal with. All of the boss characters here carry heavy armor and other incredible items, but none of them use Safeguard to protect any of it. Blast through their weapons using Orlandeau's Crush Weapon ability to quickly cripple the stronger enemies on this map. As long as you equip items that invoke Haste, you may get up to two turns for every one turn the enemy takes.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Agrias	Holy Knight	Female	Variable	Random	Random	Random
B	Rapha	Skyseer	Female	Variable	Random	Random	Random
C	Marach	Netherseer	Male	Variable	Random	Random	Random
D	Orlandeau	Sword Saint	Male	Variable	Random	Random	Random
E	Ovelia	Princess	Female	Variable	Random	Random	Random
F	Orran	Astrologer	Male	Variable	Random	Random	Random
G	Alma	Cleric	Female	Variable	Random	Random	Random
H	Random	Time Mage	Female	Variable	Random	Random	Random
I	Random	Time Mage	Female	Variable	Random	Random	Random
J	Random	Mystic	Male	Variable	Random	Random	Random

BATTLE 6 TACTICS:

Orran, who's at the back of this stage, has the ability to use Celestial Stasis. Normally this would render all of your units useless, but with Ribbons and Thief's Caps on you can ignore his attempts to stop you. Since this is the case, your first priority is to use Orlandeau's Crush Weapon against Agrias and Orlandeau. This eliminates their ability to use Holy Sword skills, while also removing some of their status enhancements. The remainder of the enemies here are also vulnerable to Crush techniques, so use them excessively to cripple any adversaries you approach. With Agrias and Orlandeau finished, the rest of the enemies here fall easily without the use of their weapons and armor.

ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Elmdore	Ark Knight	Male	Variable	Random	Random	Random
B	Celia	Assassin	Female	Variable	Random	Random	Random
C	Lettie	Assassin	Female	Variable	Random	Random	Random
D	Zalbag	Ark Knight	Male	Variable	Random	Random	Random
E	Random	Archaeodaemon	None	Variable	Random	Random	Random
F	Random	Archaeodaemon	None	Variable	Random	Random	Random
G	Random	Archaeodaemon	None	Variable	Random	Random	Random
H	Random	Archaeodaemon	None	Variable	Random	Random	Random
I	Random	Archaeodaemon	None	Variable	Random	Random	Random
J	Random	Archaeodaemon	None	Variable	Random	Random	Random

BATTLE 7 TACTICS:

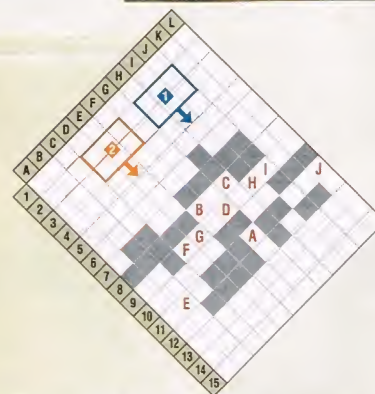
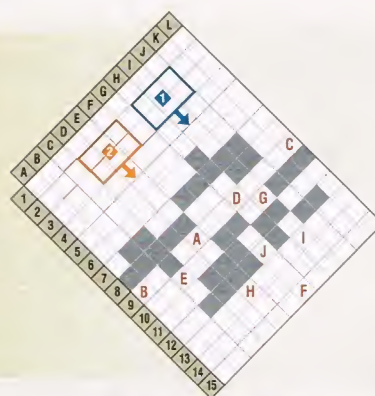
Celia, Lettie, and Zalbag are arranged in a manner that is very vulnerable to Hallowed Bolt. If you are quick about it, it is very possible to defeat all three of them with a single strike from Orlandeau. The Archaeodaemons have very low HP ratings, so use Divine Ruination or Shadowblade to take them down quickly. The real threat here is Elmdore, who has the Vampire skill. Since Orlandeau and other male characters are probably not wearing items that protect against Vampire, it is important to keep them at a safe distance. Otherwise, use Divine Ruination, Hallowed Bolt, and Shadowblade to inflict damage to him with any characters wearing Ribbons.

ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Beowulf	Templar	Male	Variable	Random	Random	Random
B	Aliste	Templar	Female	Variable	Random	Random	Random
C	Reis	Dragonkin	Female	Variable	Random	Random	Random
D	Bremond	Celebrant	Male	Variable	Random	Random	Random
E	Random	Greater Hydra	None	Variable	Random	Random	Random
F	Random	Greater Hydra	None	Variable	Random	Random	Random
G	Random	Hydra	None	Variable	Random	Random	Random
H	Random	Hydra	None	Variable	Random	Random	Random
I	Random	Tiamat	None	Variable	Random	Random	Random
J	Random	Tiamat	None	Variable	Random	Random	Random

BATTLE 8 TACTICS:

With Ribbons on, the many Templars here can't rely on using status ailments. Since that's the case, the main threat here is not the Templar units, but the many monsters. Their elemental abilities are potentially fatal in a single use, so focus your attack on them. It is difficult to approach them head on, so use Divine Ruination to strike at them from as far away as possible.



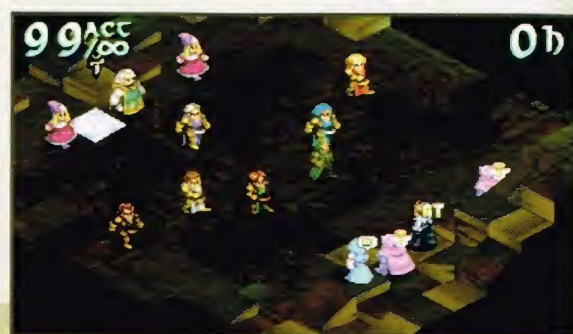
ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Folmarv	Divine Knight	Male	Variable	Random	Random	Random
B	Loffrey	Divine Knight	Male	Variable	Random	Random	Random
C	Clettienne	Sorcerer	Male	Variable	Random	Random	Random
D	Wiegraf	White Knight	Male	Variable	Random	Random	Random
E	Meliadoul	Divine Knight	Female	Variable	Random	Random	Random
F	Isilud	Nightblade	Male	Variable	Random	Random	Random
G	Barich	Machinist	Male	Variable	Random	Random	Random
H	Zalmour	Celebrant	Male	Variable	Random	Random	Random
I	Random	Time Mage	Female	Variable	Random	Random	Random
J	Random	Time Mage	Female	Variable	Random	Random	Random



BATTLE 9 TACTICS:

This is where Safeguard comes into use. The Divine Knights defending this area have the ability to break equipment, which is now a useless option against you, if you have equipped Safeguard. However, all of these units are carrying Excaliburs, so they have an innate Haste. They are also utilizing a myriad of "Sword Skills", like Holy Sword and Unyielding Blade. That said, the key to this battle is destroying your adversary's weapons with Orlandeou or Meliadoul's Crush Weapon skill. Doing so eliminates their ability to use Sword Skills, and also removes their Haste enhancement.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Delita	Holy Knight	Male	Variable	Random	Random	Random
B	Valmafra	Sorcerer	Female	Variable	Random	Random	Random
C	Random	Dark Knight	Female	Variable	Random	Random	Random
D	Random	Dark Knight	Female	Variable	Random	Random	Random
E	Random	Dark Knight	Female	Variable	Random	Random	Random
F	Random	Dark Knight	Female	Variable	Random	Random	Random
G	Random	Dark Knight	Female	Variable	Random	Random	Random
H	Random	Dark Knight	Female	Variable	Random	Random	Random
I	Random	Dark Knight	Female	Variable	Random	Random	Random
J	Random	Dark Knight	Female	Variable	Random	Random	Random



BATTLE 10 TACTICS:

The Dark Knights here are a huge threat. Though many of them have the ability to Charm and Steal items, Safeguard and Ribbons protect against these skills. The biggest problems are their Darkness abilities, their high defense supported by Defense Boost, and the Save the Queens they have equipped. This makes your first objective simple; use Crush Weapon to destroy the sword of each Dark Knight on the field.

Valmafra is your second target, who tends to focus on reviving dead allies. She's carrying an innate Reraise, which quickly becomes a problem if you don't remove the effect. Use "Crush Accessory" to destroy the item and open the window to defeating her permanently.

Once she's finished, move on to Delita. He's carrying a Chaos Blade, making it very possible for him to kill a unit with a single hit if their HP isn't maxed out. Play cautiously and use Shadowblade whenever your HP is low to replenish your reserves.



RENDEZVOUS: AN ILL WIND

DEPLOYMENT SLOTS:

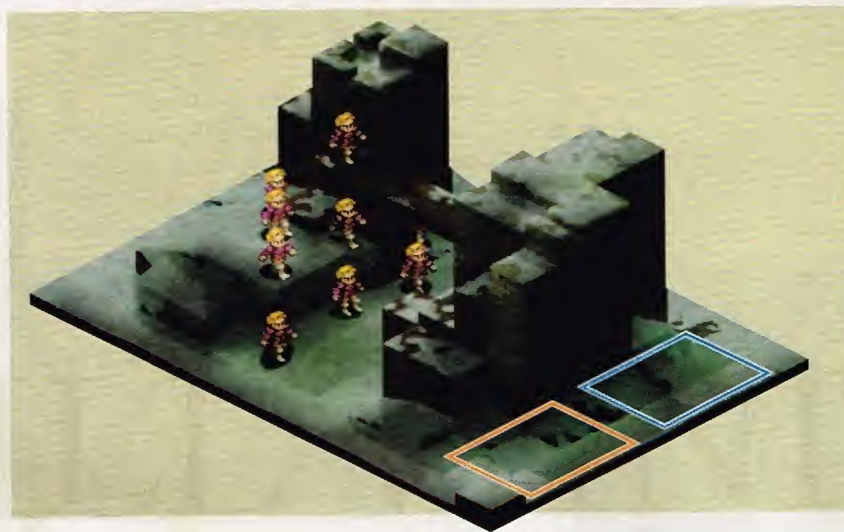
2 teams of 3 units each

VICTORY:

Defeat all enemies.

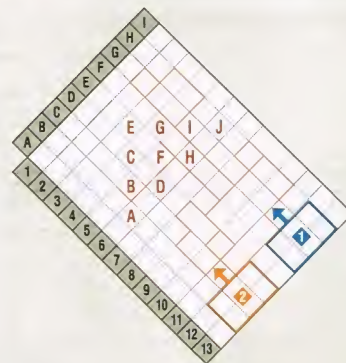
DEFEAT:

All allies defeated.



ENEMIES:

#	Enemy	Job	Gender	Level	Zodiac	Bravery	Faith
A	Argath	Deathknight	Male	Variable	Random	Random	Random
B	Argath	Deathknight	Male	Variable	Random	Random	Random
C	Argath	Deathknight	Male	Variable	Random	Random	Random
D	Argath	Deathknight	Male	Variable	Random	Random	Random
E	Argath	Deathknight	Male	Variable	Random	Random	Random
F	Argath	Deathknight	Male	Variable	Random	Random	Random
G	Argath	Deathknight	Male	Variable	Random	Random	Random
H	Argath	Deathknight	Male	Variable	Random	Random	Random
I	Argath	Deathknight	Male	Variable	Random	Random	Random
J	Argath	Deathknight	Male	Variable	Random	Random	Random



SUGGESTED DEPLOYMENT:

Only two characters should be used (one on each team), if you want to clear this mission with a high rank. It is suggested that both players have at least one level 99 female character with good stats (Reis or Agrias), the Cursed Ring found at "The Palings" in Midnight Deep's, a Barette, and a Chaos Blade. Change the level 99 character into a Dark Knight, equip the mentioned items, and attach First Strike, Concentration, and Move +3 to her. Finally, it's important that both of these characters have a Bravery of 97.

TACTICS:

Argath has multiplied into 10 Death Knights overrunning the map. Each is wielding abilities that absorb HP, like Sanguine Sword and Vampire. Vampire drains your HP while infecting your unit with a Berserk-like automated combat tendency, essentially turning your unit against you. Five of the ten have Soulbind equipped, while the others use First Strike. They also have a Bravery rating of 97, making it almost impossible to attack any of them without taking damage.

The above deployment suggestion counters this problem with a complex set of equipment and abilities.

The Cursed Ring changes your unit into undead, which in turn makes you invulnerable to HP Absorbing abilities (this gives you HP instead, while inflicting damage to the caster). The Barette protects you against the Vampire status ailment, which would cause you to lose the battle if both of your characters become infected with it. Since Soulbind doesn't activate against Reaction Abilities, First Strike, Concentration, and a 97 Bravery rating enables you to counter Argath's physical attacks without the risk of taking damage.

With these abilities in place, team Argath stops using Vampire and Sanguine Sword against you altogether. Their only choice is to fall back on physical attacks to deal damage to you. Your objective is to simply wait them out and allow the Argath units to attack; Concentration and First Strike should counter the majority of their physical attacks without the risk of your units taking damage from Soulbind. If they ever manage to slip past your high Bravery rating and hit you with an attack, use Sanguine Sword against an Argath equipped with First Strike to safely regenerate your HP. When the Argath units with Soulbind are finally defeated, eliminate the remaining Argath units by using Sanguine Sword from a distance.



MISSION

CHARACTER
CLASS

VALATHIR

UNDEAD
PROPERTY

WITH FIRST

UNDEAD
PROPERTY

WITH FIRST

RENDEZVOUS
MODE

POSSIBLE
DAMAGE

UNDEAD

UNDEAD

Poaching Guide

The Thief's Poach ability is a unique way to obtain items. If you kill a Monster by inflicting damage to it with your weapon, you will Poach it, transforming it into an item that ends up in the Poacher's Den. The items that appear in the Den are sold at half the price they are normally sold for. Not only is this a cheaper way to obtain items that are sold normally in shops, but many of the weapons found through poaching are extremely rare.



GAME HUNTER LUSO



Luso carries an innate ability to Poach monsters. Since Poach doesn't need to be equipped to him, that support slot can be filled with Doublehand or Dual Wield. With the ability to attach skills that increase physical damage while still retaining Poach, Luso is easily the best unit for poaching. Take him into battle with you whenever you run into random encounters.

MONSTER POACH LIST

The following table shows the items received from a poached enemy. Common items appear more frequently, while Rare items are harder to come by. The items marked in red are especially rare and should be sought after feverishly. Rare items appear about 1/8 of the time an enemy is poached. The location list on this table does not cover every area the enemy can be found in. Instead, the areas mentioned are the recommended places to find each enemy.

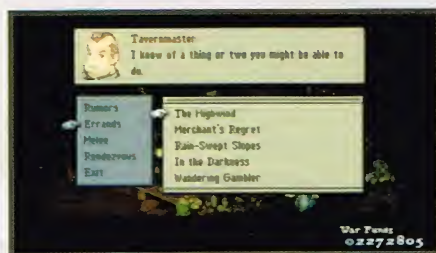
Monster	Common Item	Rare Item	Location	Monster	Common Item	Rare Item	Location
Chocobo	Phoenix Down	Hi-Potion	Mandalia Plain, Balias Swale	Steelhawk	Phoenix Down	Hunting Bow	Zeklaus Desert, Beddha Sandwaste
Black Chocobo	Eye Drops	X-Potion	Mandalia Plain, Balias Swale	Cockatrice	Gold Needle	Featherweave Book	The Interstice, Fovoham Windflats
Red Chocobo	Remedy	Barette	Mandalia Plain, Balias Swale	Pig	Maiden's Kiss	Cachusha	Terminus
Goblin	Potion	Hi-Potion	Mandalia Plain, Fovoham Windflats	Swine	Chantage	Nagnarok	Terminus
Black Goblin	Hi-Potion	Antidote	The Yuguewood	*Wild Boar	Ribbon	Fallingstar Bag	*Breeding Only
Gobbledygook	Mage Masher	Ancient Sword	Dorvaldar Marsh	Dryad	Eye Drops	Healing Staff	Araguay Woods
Bomb	Flameburst Bomb	Flame Rod	Beddha Sandwaste	Treant	Golden Staff	Faerie Harp	Araguay Woods
Grenade	Snowmelt Bomb	Flame Hammer	Zeklaus Desert, Beddha Sandwaste	Elder Treant	Protect Ring	Defender	The Oubliette
Exploder	Spark Bomb	Flame Shield	Zeklaus Desert, Beddha Sandwaste	Wisconsin	Battle Axe	Giant's Axe	Zeklaus Desert
Red Panther	Antidote	Battle Boots	Mandalia Plain	Minotaur	Coral Sword	Slasher	Zeklaus Desert
Coeurl	Gold Needle	Germinas Boots	Beddha Sandwaste	Sekhret	Ivory Pole	Holy Lance	Zeklaus Desert
Vampire Cat	Holy Water	Croakadile Bag	Zeirchele Falls, Beddha Sandwaste	Malboro	Platinum Dagger	Ice Shield	Araguay Woods
Piscodaemon	Echo Herbs	Hi-Potion	Zeirchele Falls, Fovoham Windflats	Ochu	Nu Khai Armband	Chameleon Robe	Lenalian Plateau, Araguay Woods
Squidraken	Shoulder Cape	Sleep Blade	Zeirchele Falls	Greater Malboro	Elixir	Omnilex	The Switchback
Mindflayer	Hi-Ether	Vampire Cape	Zeirchele Falls, Fovoham Windflats	Behemoth	Guardian Bracelet	Pantherskin Bag	Lake Poescas, The Switchback
Skeleton	Holy Water	Ether	Araguay Woods, Beddha Sandwaste	Behemoth King	Cherche	Artemis Bow	Lake Poescas, The Switchback
Bonesnatch	Hi-Potion	Partisan	Araguay Woods, Beddha Sandwaste	Dark Behemoth	Wizard's Rod	Stoneshooter	The Switchback
Skeletal Fiend	Mage's Cloak	Elven Cloak	Zeklaus Desert	Dragon	Jade Armlet	Hydrascale Bag	Beddha Sandwaste, The Switchback
Ghoul	Ether	Kunai	Araguay Woods	Blue Dragon	Cashmere	Dragon Rod	Dorvaldar Marsh, The Interstice
Ghast	Hi-Potion	Main Gauche	Araguay Woods	Red Dragon	Sortilège	Dragon Whisker	Beddha Sandwaste, The Switchback
Revenant	Hi-Ether	Mythril Gun	The Yuguewood, Araguay Woods	Greater Hydra	Blood Sword	Scorpion Tail	The Switchback, Balias Tor
Floating Eye	Shuriken	Platinum Dagger	Beddha Sandwaste	Hydra	Septième	Rubber Suit	The Switchback, Balias Tor
Ahriman	Fuma Shuriken	Air Knife	Fovoham Windflats,	Tiamat	Wyrmeave Silk	Whale Whisker	Terminus, Balias Swale
Plague Horror	Yagyu Darkrood	Zwill Straightblade	Mount Bervenien, Mount Germinas				
Jura Avis	Potion	Rubber Boots	Zeklaus Desert				

*POACHING A WILD BOAR

The Wild Boar cannot be found on any battlefield, they are instead found through monster breeding. To create one, use the Orator's Tame ability to recruit two Pigs or Swines, both of which are found in the final floor of Midlight's Deep (Terminus). Once you have one, simply leave them in your party and watch as it multiplies. After enough time passes, a Wild Boar should eventually appear. From there, you should take him into battle and Poach him. A cruel thing to do to a friend for sure, but the rewards for such a betrayal are rather high. Poaching Wild Boars is the only way to obtain the Ribbon and the Fallingstar Bag.

Errands

From Chapter 2 onward, taverns begin offering errands for you to complete. They do nothing to help continue the progression of the game's story, but they do offer Gil and JP rewards upon completion. Characters that have a significant role in the game's story cannot partake in these quests. Only the units hired from the Warrior's Guild in your group can complete them. The success of each errand relies on the Job of the unit tackling it, and also their Brave and Faith rating. The amount of JP your unit receives is related to the compatibility of their Job to the errand. The Gil awarded is determined by either your unit's Brave or Faith rating. It is worth your time to send any unit's that you are not frequently using in battle out on these quests. Doing so not only gives them purpose, but also allows them to build JP when they are not being used for combat.



UNDERSTANDING THE ERRAND TABLE

The following table includes data for the 96 errands in the game. The "Availability" column shows when the errand becomes available. The "Price" column shows the cost of the information needed to start the errand. "Days" indicates the minimum and maximum amount of days your generic characters can be hired for. "Factor" shows whether the errand is affected by a unit's Bravery or Faith (higher the rating the better). "Suggested" indicates which job is the most compatible for the errand. Finally, the "Reward" column shows the reward acquired when the task is completed successfully.

Lionel Castle	Availability	Price	Days	Factor	Suggested	Reward
My Little Carrot	Chapter 2	100	15-16		Orator	Gil
The Dawn Queen	Chapter 3	100	08-12	Fa		Gil

Take note that any task with a Zodiac sign in the "Availability" column means that the errand is only accessible during that time of the Zodiac. There also several errands that only open up after specific battlefields have been cleared (Like Limberry Castle or the Monastery Vaults).



Time Travel



A day in time passes for every point you move to on the world map. A quick way to speed up the progress of an errand is to move between two blue points (cities) until the time period for the errand expires.

ERRAND LIST

The Magick City of Gariland	Availability	Price	Days	Factor	Suggested	Reward
Miner's Tale	Chapter 2	600	08-11	Bravery		Gil
Shoreline Defense	Chapter 2	3050	08-09		Monk	Gil
Stolen Tomes	Chapter 3	11000	12-16	Faith		Gil
Arithmetic Tutor Wanted	Chapter 4	50	10-13		Arithmetician	Gil
The Gariland Magick Melee	Chapter 2 / Virgo	0	14-16		Black Mage	Artefact

Eagrose Castle	Availability	Price	Days	Factor	Suggested	Reward
Mount Gulg Mother Lode	Chapter 2	3100	15-16	Faith	Chemist	Artefact
Minstrel in Distress	Chapter 3	50	13-16		Orator	Gil
Mameco the Minstrel	Chapter 3	0	15-16		Arithmetician	Gil
Guard Duty	Clear Monastery Vaults - First Level	2000	11-13		Black Mage	Artefact
Hellspawned Beast	Chapter 4	1000	14-15			Gil
Metamorphosed Misery	Chapter 4	1100	15-16			Gil
Zerro Strikes Again	Clear Zerro's Return (Lesalia)	5000	08-09	Faith	Knight	Artefact
Ancient Wonder	Clear Limberry Castle	200	13-14	Bravery		
The Merchant City of Dorter	Availability	Price	Days	Factor	Suggested	Reward
Old Toppa's Will	Chapter 2	600	11-13		Summoner	Gil
Frontier Marathon	Chapter 3	0	14-16	Bravery		Wonder
Second Frontier Marathon	Chapter 3	0	14-16	Bravery		Wonder
Third Frontier Marathon	Chapter 3	0	14-16	Bravery		Wonder
Count Minimas	Chapter 4	600	12-14		Thief	Artefact
Count Minimas 2	Clear Count Minimas	1000	12-15		Thief	Artefact
Count Minimas 3	Clear Count Minimas 2	600	11-12		Knight	Gil
The Castled City of Zaland	Availability	Price	Days	Factor	Suggested	Reward
The Hindenburg	Chapter 2	100	08-15	Bravery	Geomancer	Gil
Zaland Embassy Antiques	Chapter 2	6000	10-12	Faith	Monk	Artefact
Lorraide Mine	Chapter 3	1100	10-14	Bravery		Gil
The Siedge Weald	Clear Monastery Vaults - First Level	1100	11-13	Bravery		Wonder
Cattedona	Clear Limberry Castle	500	14-15		Orator	Artefact
The Zaland Melee	Aries	0	14-16		Monk	Artefact
Lionel Castle	Availability	Price	Days	Factor	Suggested	Reward
My Little Carrot	Chapter 2	100	15-16		Orator	Gil
The Dawn Queen	Chapter 3	100	08-12	Faith		Gil
Zerro's Challenge	Chapter 3	50	08-09		Knight	Artefact
Trick of the Light	Clear Monastery Vaults - First Level	1050	14-15	Bravery		Wonder
Fenland Mystery	Clear Monastery Vaults - First Level	1100	13-14	Bravery		Wonder
Father's Nightmare	Chapter 4	1500	15-16		Knight	Artefact
Lionel Emissary	Clear Limberry Castle	4000	14-15	Bravery		Artefact
The Clockwork City of Goug	Availability	Price	Days	Factor	Suggested	Reward
Miner Shortage	Chapter 2	100	07-09	Faith	Squire	Gil
Mesa's Legacy	Chapter 3	10000	10-13			Gil
Clockwork Faire	Chapter 3	100	11-13		Chemist	Artefact
The Durga	Chapter 4	100	11-14	Bravery	Knight	Artefact
Devil in the Dark	Chapter 4	3050	08-10		Black Mage	Gil
Artificers' Contest	Chapter 2/ Sagittarius	0	14-16		Chemist	Gil
The Port City of Warjilis	Availability	Price	Days	Factor	Suggested	Reward
The Highwind	Chapter 2	1050	05-08	Bravery	Time Mage	Gil
Merchant's Regret	Chapter 3	2000	14-15	Bravery		Wonder
Rain-Swept Slopes	Chapter 4	600	13-16	Bravery	Dragoon	Wonder
In the Darkness	Chapter 4	1500	12-14		Monk	Gil
True Romance	Clear Lettre d'amour	0	08-12			Artefact
Wandering Gambler 1	Chapter 4	15000	09-12		Dancer	Gil
The Mining Town of Gollund	Availability	Price	Days	Factor	Suggested	Reward
Old Toppa's Will	Chapter 3	8000	11-13	Faith	Knight	Gil
Coal Miners Wanted	Chapter 4	50	04-06	Faith		Gil
More Coal Miners Wanted	Chapter 4	150	04-06	Bravery		Artefact
Lamzen the Adventurer	Chapter 4	1100	12-16	Bravery		Artefact
Twilight Gustkov	Clear Limberry Castle	1000	14-15		Summoner	Gil
Terror's Maw	Clear Limberry Castle	1500	13-14		Black Mage	Gil
Miner's Dream	Clear Terror's Maw	150	12-14	Faith		Gil

Lesalia Castle	Availability	Price	Days	Factor	Suggested	Reward
Salvage Expedition	Chapter 3	3000	10-14	Faith	Monk	Artefact
Abandoned Mine	Chapter 3	1000	10-14	Faith	Chemist	Artefact
Frontier Expedition	Chapter 4	5000	10-14	Bravery		Wonder
Zerro's Return	Clear Zerro Strikes (Zeltania)	500	08-09	Faith	Knight	Artefact
Ducal Disaster	Clear Limberry Castle	6000	15-16			Gil
Young Lord Pappal	Clear Ducal Disaster	3000	12-15		Dragoon	Gil
Cries in the Dark	Clear Limberry Castle	3050	08-11			Gil

The Walled City of Yardrow	Availability	Price	Days	Factor	Suggested	Reward
Diving Expedition	Clear Monastery Vaults - First Level	5000	10-14	Bravery	Archer	Gil
The Falcon	Chapter 4	3500	07-07	Bravery	Geomancer	Artefact
Salvage Work	Clear Limberry Castle	0	09-14	Faith		Gil
Coal Mining Expedition	Clear Limberry Castle	1000	10-14	Faith		Gil
Second Coal Mining Expedition	Clear Coal Mining Expedition	1000	10-14	Faith		Artefact
The Yardrow Melee	Cancer/ Clear Monastery Vaults - First Level	0	14-16		Squire	Artefact

Riovanes Castle	Availability	Price	Days	Factor	Suggested	Reward
Gleddia Isle	Chapter 4	4000	09-11	Faith	Geomancer	Artefact
Foundered Vessel	Clear Gleddia Isle	0	08-13	Faith	Geomancer	Gil
Fia's Wish	Chapter 4	3000	12-14			Gil
Secret Society	Chapter 4	600	02-03		Ninja	Gil
Lettre d'amour	Chapter 4	0	10-12		Bard	Artefact
Historic Revolt	Clear Limberry Castle	3050	08-10			Artefact
Tutoring	Clear Limberry Castle	200	08-12		Summoner	Gil

The Free City of Bervenia	Availability	Price	Days	Factor	Suggested	Reward
Endless Caverns	Chapter 4	8000	12-14	Faith		Artefact
Past Glory	Chapter 4	500	07-15	Bravery	Chemist	Artefact
Beddha Sandwaste	Chapter 4	550	11-15	Bravery		Wonder
Adventurers Wanted	Chapter 4	100	08-12	Bravery	Squire	Wonder
Shadows from the Past	Chapter 4	3050	12-15	Bravery		Wonder
The Behemoth	Clear Limberry Castle	500	13-15		Chemist	Gil

Zeltannia Castle	Availability	Price	Days	Factor	Suggested	Reward
Rhana Strait	Chapter 4	3100	09-13	Bravery		Artefact
Zerro Strikes	Clear Zerro's Challenge (Lionel)	100	08-09	Faith	Knight	Artefact
Nightwalker	Chapter 4	3050	08-12			Gil
Dredge Work	Clear Limberry Castle	1000	06-10	Bravery	Monk	Gil
Missing Boy	Clear Limberry Castle	3500	15-16			Gil
Appraisal	Clear Limberry Castle	550	08-09		Chemist	Artefact

The Trade City of Sal Ghidos	Availability	Price	Days	Factor	Suggested	Reward
Himca Cliffs	Chapter 4	1500	08-12	Faith	Squire	Artefact
Ore of the Gods	Chapter 4	13000	09-11	Bravery		Artefact
Death's Gorge	Clear Limberry Castle	13000	09-14	Bravery		Gil
The Typhoon	Clear Limberry Castle	11000	10-13		Dragoon	Gil
Beastly Trail	Clear Limberry Castle	10000	11-13		Mystic	Gil

Limberry Castle	Availability	Price	Days	Factor	Suggested	Reward
Lake Poescas Depths	Clear Limberry Castle	1500	08-13	Bravery	Dragoon	Wonder
Cellar Dungeon	Clear Limberry Castle	3000	11-13	Bravery	Squire	Wonder
Zerro's Final Heist	Clear Zerro Strikes Again (Eagrose)	10000	08-09			Gil
Uninvited Guests	Clear Limberry Castle	3050	08-13			Gil
Gysahl Greens	Clear Limberry Castle	100	02-04			Artefact
Wandering Gambler 2	Clear Limberry Castle	15000	11-13		Mime	Gil

Items and Equipment

Before clashing with rivals in battle, a military tactician uses knowledge of their enemy's assets to fortify their units with the best equipment possible. The same concept applies to arming your units in *Final Fantasy Tactics*. With every new battle comes a new threat. Counter your opponent's attack plan by outfitting your ranks with items that can be used hinder your enemy's attack options.

Welcome to the item and equipment list, a vast collection of data formulated to help you find and equip the best armaments possible. Use these lists in combination with the Job sections to help find an equipment combination that best suits each character in your group. If you are looking for a particular item that you are having trouble finding, these lists should help you in your quest for better wares.

WEAPONS

KNIVES

Equipped By: Squire, Chemist, Thief, Orator, Ninja,ancer, Onion Knight, Game Hunter, Sky Pirate, Templar
Weapon Damage Formula: $(\text{Physical Attack} + \text{Speed}) \div 2 \times \text{Weapon Power}$



The Knife is dependant on the user's Speed rating to inflict worthwhile damage. This works well with the Thief's overall high Speed rating. Unfortunately, since Knives carry such a low Weapon Power, and since Speed is such a difficult stat to improve, Knives quickly become outclassed in Chapter's 3 and 4. This weapon can be used with the Dual Wield ability to improve its overall damage potential.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Dagger	3	5	Shop	100	—
Mythril Knife	4	5	Shop	500	—
Blind Knife	4	5	Shop	800	Effect: Blind
Mage Masher	4	5	Shop	1,500	Effect: Silence
Platinum Dagger	5	10	Shop	1,800	—
Main Gauche	6	40	Shop	3,000	—
Orichalcum Dirk	7	5	Shop	4,000	—
Assassin's Dagger	7	5	Shop	5,000	Effect: Doom
Air Knife	10	5	Shop	8,000	Element: Wind
Zwill Straightblade	12	10	Poach: Plague Horror	12,000	Effect: Sleep

SWORDS

Equipped By: Squire, Knight, Geomancer, Dark Knight, Holy Knight, Sword Saint, Onion Knight, Game Hunter, Divine Knight, Sky Pirate, Templar, Soldier
Weapon Damage Formula: $\text{Physical ATK} \times \text{Weapon Power}$



Though not incredibly powerful, Swords are an effective weapon class that many units can use. Ignoring their lackluster attack power in the beginning, many swords carry special effects and abilities. The Blood Sword, for instance, drains your opponent's HP, while the Ancient Sword occasionally inflicts Immobilize on unsuspecting foes. Swords can also be used with the Dual Wield ability for extra damage.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Nagnarok	1	50	Poach: Swine	10	Effect: Toad
Broadsword	4	5	Shop	200	—
Long Sword	5	10	Shop	500	—
Iron Sword	6	5	Shop	900	—
Mythril Sword	7	8	Shop	1,800	—
Blood Sword	8	5	Poach: Greater Hydra	2,500	Absorbs HP
Coral Sword	8	5	Shop	3,300	Element: Lightning
Ancient Sword	9	5	Shop	5,000	Effect: Immobilize
Sleep Blade	9	5	Shop	5,000	Effect: Sleep
Diamond Sword	10	10	Shop	8,000	—
Materia Blade	10	10	Mount Bervenia	0	Enables Cloud to use "Limit" abilities.
Platinum Sword	12	10	Shop	11,000	—
Icebrand	13	10	Shop	14,000	Element: Ice, Effect: Blizzara
Runeblade	14	15	Shop	20,000	ATK: Mag + 2
Moonblade	20	15	Rendezvous Mode	0	Equip: Haste
Onion Sword	50	15	Melee Mode	0	Onion Knight Only

KNIGHT'S SWORDS

Equipped By: Knight, Dark Knight, Holy Knight, Sword Saint, Onion Knight, Game Hunter, Divine Knight, Sky Pirate, Templar

Weapon Damage Formula: Physical ATK x Brave ÷ 100 x Weapon Power



This special class of weaponry is designed only for unique characters and "Knight" classes. Though the list is small, every weapon within this category is useful because of the high attack power and the tendency to carry positive status effects. Additionally, the attack rating of a Knight's Sword is affected by the user's Bravery. Characters with a high Bravery rating carry the possibility of inflicting massive damage with this weapon class. If that wasn't enough, these weapons even carry an unusually high Physical Evade rating too, helping your unit's defense capabilities in a big way. This weapon can be used with the Dual Wield ability.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Defender	16	60	Poach: Elder Treant	40,000	—
Save the Queen	18	30	Comes equipped to Meliadoul	0	Equip: Protect
Excalibur	21	35	Midlight's Deep, "The Oubliette"	10	Equip: Haste, Absorbs: Holy, Boosts: Holy
Ragnarok	24	20	Midlight's Deep, "The Switchback"	0	Equip: Shell
Durandal	26	40	Rendezvous Mode	0	Element: Holy, Equip: Shell, Protect
Chaos Blade	40	20	Midlight's Deep, "Terminus"	0	Equip: Regen, Effect: Stone

BOWS

Equipped By: Archer, Onion Knight, Sky Pirate

Weapon Damage Formula: (Physical ATK x Speed) ÷ 2 x Weapon Power



The Bow is a weapon that fires projectiles and is used to hit enemies from a distance. The distance it fires is based on how high the user is on the field. The calculation for their firing distance is: $5 + (\text{User's Height} - \text{Target's Height}) \div 2$. To hit the target, a Bow's firing path cannot be obstructed. The user can fire in an arc to compensate for some obstacles nearby. In regards to their attack power, the damage that Bows cause is calculated from the user's Speed stat. Wearing accessories that increase Speed is a good way to help the overall effectiveness of the Bow. Finally, although the Archer is not necessarily a very strong class, Onion Knights can equip Bows. Their combination of absurdly high Physical ATK and Speed easily makes them the best Bow wielding class available.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Longbow	4	0	Shop	800	—
Silver Bow	5	0	Shop	1,500	—
Ice Bow	5	0	Shop	2,000	Element: Ice
Lightning Bow	6	0	Shop	3,000	Element: Lightning Effect: Thundara
Mythril Bow	7	0	Shop	5,000	—
Windslash Bow	8	0	Shop	8,000	Element: Wind
Artemis Bow	10	0	Poach: Behemoth King	22,000	—
Yoichi Bow	12	0	Midlight's Deep, "The Hollow"	0	—
Perseus Bow	16	0	Midlight's Deep, "The Switchback"	0	—
Sagittarius Bow	24	0	Rendezvous Mode	0	—

CROSSBOWS

Equipped By: Archer, Onion Knight, Divine Knight, Sky Pirate

Weapon Damage Formula: Physical ATK x Weapon Power



When compared with Bows, Crossbows sacrifice power and attack range for a minor Physical Evade improvement. This is hardly worth the trade in most cases, so stick with Bows and Guns as your ranged weapons of choice.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Bowgun	3	5	Shop	400	—
Knightslayer	3	5	Shop	1,500	Effect: Blind
Crossbow	4	5	Shop	2,000	—
Poison Bow	4	5	Shop	4,000	Effect: Poison
Hunting Bow	6	5	Shop	8,000	—
Gastrophetes	10	5	Shop	20,000	—

POLES

Equipped By: Mystic, Arithmetician, Skyseer, Netherseer, Onion Knight
Weapon Damage Formula: Magick ATK x Weapon Power



This weapon has a two panel attack range, enabling the user to attack a unit carrying a short range weapon without the fear of a counter attack (First Strike, Counter, Counter Tackle, etc). Also, the damage formula for Poles is calculated with the user's Magick Attack rating and not their Physical Attack. This is helpful for mage classes, since their MA rating is usually much higher then their Physical ATK. Unfortunately, this weapon cannot be used with the Dual Wield ability, but Doublehand can be used to increase its power.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Cypress Pole	6	20	Shop	1,000	—
Battle Bamboo	7	20	Shop	1,400	—
Musk Pole	8	20	Shop	2,400	—
Iron Fan	9	20	Shop	4,000	—
Gokuu Pole	10	20	Shop	7,500	Effect: Atheist
Ivory Pole	11	20	Shop	10,000	—
Eight-fluted Pole	12	20	Shop	20,000	Removes: Blind, Silence, Oil, Toad, Poison, Slow, Stop, Immobilize, Disable
Whale Whisker	16	20	Poach: Tiamat	37,000	—

AXES

Equipped By: Squire, Geomancer, Dark Knight, Onion Knight
Weapon Damage Formula: (Any number between 1 and character's max Physical ATK) x Weapon Power



Don't be fooled by the Axe's unusually high attack power when the game first starts. Their damage formula takes a random number anywhere between 1 and the user's Physical ATK and multiplies it by the Axes Weapon Power. This makes the damage output of the Axe extremely erratic. Additionally, the maximum damage they can inflict isn't that much more than the other weapons available at the time, making the risk hardly worth your time. This weapon can be used with the Dual Wield ability.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Battle Axe	9	0	Shop	1,500	—
Giant's Axe	12	0	Shop	4,000	—
Slasher	16	0	Shop	12,000	Effect: Slow
Francisca	24	0	Melee Mode	0	—
Golden Axe	30	0	Rendezvous Mode	0	—

FLAILS

Equipped By: Squire, Ninja, Onion Knight, Dark Knight, Game Hunter
Weapon Damage Formula: (Any number between 1 and character's max Physical ATK) x Weapon Power



Similar to the Axe, the Flail has an extremely erratic damage output. They also completely lack any improvement in the Physical Evade category. It is highly recommended that you avoid equipping Flails. This weapon can be used with the Dual Wield ability.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Iron Flail	9	0	Shop	1,200	—
Flame Mace	11	0	Shop	4,000	Element: Fire, Effect: Fira
Morning Star	16	0	Shop	9,000	—
Scorpion Tail	23	0	Poach: Greater Hydra	40,000	—
Vesper	36	0	Melee Mode	0	—

KATANA

Equipped By: Samurai, Onion Knight, Sword Saint

Weapon Damage Formula: Physical ATK x Brave ÷ 100 x Weapon Power



The Katana carries all of the positives that the Knight's Sword has, lacking only the amazing status effects that come packed with them. They are also the key component to using the Samurai's Iaido ability. This alone is enough to warrant their purchase. This weapon can be used with the Dual Wield ability.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Ashura	7	15	Shop	1,600	—
Kotesu	8	15	Shop	3,000	—
Osafune	9	15	Shop	5,000	—
Murasame	10	15	Shop	7,000	—
Ama-no-Murakumo	11	15	Shop	8,000	—
Kiyomori	12	15	Shop	10,000	—
Muramasa	14	15	Shop	15,000	—
Kiku-ichimoji	15	15	Shop	22,000	—
Masamune	18	15	Steal: Elmdore	0	—
Chirijiraden	25	15	Midlight's Deep, "Terminus"	0	—

NINJA BLADES

Equipped By: Ninja, Onion Knight, Sword Saint

Weapon Damage Formula: (Physical ATK + Speed) ÷ 2 x Weapon Power



Ninja Blades rely on both the user's Speed and Physical Attack power to calculate damage. This makes them very useful when used in combination with Speed enhancing accessories. They are also very powerful when attached to characters like Balthier, whose Speed rating is extremely high. In regards to unique weapons in this class, the Orochi drains the HP damage dealt to an enemy and adds it to the user's HP pool. Conversely, this happens to give undead creatures HP instead, making it possible to use the weapon to rejuvenate allied undead monsters. Attach Dual Wield and a Blood Sword to the user to increase the amount of HP healed on an Undead ally.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Ninja Blade	8	5	Shop	3,000	—
Kunai	9	5	Shop	5,000	—
Kodachi	10	5	Shop	7,000	—
Ninja Longblade	12	5	Shop	10,000	—
Spellbinder	13	5	Shop	16,000	Effect: Disable
Sasuke's Blade	14	15	Nelveska Temple	0	—
Koga Blade	15	5	Midlight's Deep, "The Crossing"	0	—
Iga Blade	15	10	Midlight's Deep, "The Oubliette"	0	—
Orochi	20	5	Melee Mode	0	Absorbs HP
Moonsilk Blade	26	5	Melee Mode	0	—

GUNS

Equipped By: Chemist, Orator, Machinist, Sky Pirate, Onion Knight

Gun Damage Formula: Weapon Power x Weapon Power

*Magick Gun Damage Formula: The Glacial, Blaze, and Blaster guns all cast a level 1~3 elemental spell at random; Level 1 60% of the time, Level 2 30%, or Level 3 10%. Which level of spell the gun casts changes the formula for their damage calculation to:
(14 or 18 or 24) x Faith ÷ 100 x Target's Faith ÷ 100 x Weapon Power*



Like Bows and Crossbows, Guns are a long-range weapon. They require a clear line of sight to successfully hit an enemy, and unfortunately cannot fire in an arc like Bows can. However, they are not subject to the target's evasion rating, making their accuracy perfect in comparison to the Bow. The Gun category also has a unique set of Guns that inflicts only magick damage. This makes them very useful when equipped to mage classes (use the Orator's Equip Guns ability), who can't rely on Physical ATK to improve the damage of their weapons. Like all ranged weapons, Guns cannot be used with Dual Wield.

WEAPONS

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Romandan Pistol	6	5	Comes with Mustadio	5,000	—
Mythril Gun	8	5	Shop	15,000	—
Ras Algethi	12	5	Comes with Mustadio	0	—
Stoneshooter	16	5	Poach: Dark Behemoth	10	Equip: Stone
Fomalhaut	18	5	Melee Mode	0	—
Glacial Gun	20	5	Midlight's Deep, "The Crevasse"	0	Element: Ice
Blaze Gun	21	5	Midlight's Deep, "The Crevasse"	0	Element: Fire
Blaster	22	5	Midlight's Deep, "The Palings"	0	Element: Lightning

POLEARMS

Equipped By: Dragoon, Divine Knight, Sky Pirate, Onion Knight

Weapon Damage Formula: Physical ATK x Weapon Power



Like Poles, these weapons have a two panel attack range. This allows the user to attack a unit carrying a short range weapon without the fear of counter attack. Despite this attacking distance, Polearms can only hit one enemy at a time (the enemy closest to the user). This weapon cannot be used with the Dual Wield ability, but Doublehand can be used to increase attack power.

WEAPONS

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Javelin	8	10	Shop	1,000	—
Spear	9	10	Shop	2,000	—
Mythril Spear	10	10	Shop	4,500	—
Partisan	11	10	Shop	7,000	—
Obelisk	12	10	Shop	10,000	—
Holy Lance	14	10	Poach: Sekhret	36,000	Element: Holy, Effect: Holy
Dragon Whisker	17	10	Poach: Red Dragon	44,000	—
Gae Bolg	24	15	Melee Mode	0	—
Gungnir	29	15	Rendezvous Mode	0	Element: Lightning
Javelin (strong)	30	10	Nelveska Temple	0	—

WEAPONS

WEAPONS

STAVES

Equipped By: White Mage, Time Mage, Summoner, Mystic, Skyseer, Netherseer, Onion Knight

Weapon Damage Formula: Magick ATK x Weapon Power



Despite the ability to factor in the user's Magick ATK to determine the damage output, Staves should be selected based on their attributes. Many of the later Staves boost MA, which is helpful for spell casting.

WEAPONS

WEAPONS

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Oak Staff	3	15	Shop	120	—
White Staff	3	15	Shop	800	Removes: Doom
Healing Staff	4	15	Shop	4,000	Restores HP of those it hits
Serpent Staff	5	15	Shop	2,200	—
Mage's Staff	4	15	Shop	4,000	ATK: Mag+1
Golden Staff	6	15	Shop	7,000	—
Zeus Mace	6	15	Midlight's Deep, "The Hollow"	0	ATK: Phys+2, Mag+1
Staff of the Magi	7	15	Midlight's Deep, "The Crossing"	0	—
Nirvana	5	15	Melee Mode	0	Element: Holy, ATK: Mag+3
Dreamwaker	5	15	Rendezvous Mode	0	ATK: Mag+4

RODS

Equipped By: Black Mage, Summoner, Mystic, Onion Knight
Weapon Damage Formula: Physical ATK x Weapon Power



Similar to Staves, Rods should be selected based on their attributes and not their Weapon Power. Many Rods invoke spells when used in combat, while others improve the user's MA rating.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Rod	3	20	Shop	200	—
Thunder Rod	3	20	Shop	400	Element: Lightning, Boosts: Lightning, Effect: Thunder
Flame Rod	3	20	Shop	400	Element: Fire, Boosts: Fire, Effect: Fire
Ice Rod	3	20	Shop	400	Element: Ice, Boosts: Ice, Effect: Blizzard
Poison Rod	3	20	Shop	500	Effect: Poison
Wizard's Rod	4	20	Shop	8,000	ATK: Mag+2
Dragon Rod	5	20	Poach: Blue Dragon	12,000	—
Rod of Faith	5	20	Midlight's Deep, "The Catacombs"	0	Equip: Faith, Effect: Faith
Stardust Rod	5	20	Rendezvous Mode	0	Effect: Gravity, ATK: Mag+3
Crown Scepter	5	20	Rendezvous Mode	0	ATK: Mag+4

BOOKS

Equipped By: Mystic, Arithmetician, Onion Knight
Weapon Damage Formula: (Physical ATK + Magick ATK) ÷ 2 x Weapon Power



This item uses both the user's Physical ATK and Magick ATK to determine its strength. However, Books carry an abysmal attack rating and lack the status effects that other weapons bring into the equation. This easily makes them one of the worst weapon classes to choose from.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Battle Folio	7	15	Shop	3,000	—
Bestiary	8	15	Shop	6,000	—
Papyrus Codex	9	15	Shop	10,000	—
Omnilex	11	15	Poach: Greater Malboro	30,000	—

INSTRUMENTS

Equipped By: Bard, Onion Knight
Weapon Damage Formula: (Physical ATK + Magick ATK) ÷ 2 x Weapon Power



Instruments are similar to Books in the way they can be used to attack. They carry a higher attack power though and usually carry status effects. Even still, Instruments are still fairly weak compared to other weapons.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Lamia's Harp	10	10	Shop	5,000	Effect: Confuse
Bloodstring Harp	13	10	Shop	10,000	—
Faerie Harp	15	10	Poach: Treant	0	Effect: Charm

CLOTHS

Equipped By: Dancer, Onion Knight
Weapon Damage Formula: (Physical ATK + Magick ATK) ÷ 2 x Weapon Power



Again, Cloths are similar to both Books, and Instruments, but without the status ailments. Like Books, these weapons may not be the best ones to equip.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Damask Cloth	8	50	Shop	7,000	—
Cashmere	10	50	Shop	15,000	—
Wyrnweave Silk	15	50	Poach: Tiamat	40,000	—

BAGS

Equipped By: Female units

Weapon Damage Formula: (Any number between 1 and character's max Physical ATK) x Weapon Power



Bags can be equipped by *all* female units. Reis, starts with a Bag, her initial job will not allow her to equip any other type of weapon. However, Bags carry the same erratic damage formula that Axes and Flails have, immediately destroying their dependability in battle.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Croakadile Bag	10	0	Shop	53,000	ATK: Mag + 1
Pantherskin Bag	12	0	Shop	52,000	Equip: Regen
Hydrascale Bag	14	0	Shop	58,000	Speed + 1
Fallingstar Bag	20	0	Poach: Wild Boar	60,000	—

FELL SWORDS

Equipped By: Dark Knight, Onion Knight

Weapon Damage Formula: Physical ATK x (100 - Faith) ÷ 100 x Weapon Power



The Dark Knight's unique weapon class is incredibly potent. Every item in this category has a high attack power along with a potent status ailment. They also have a damage formula that's affected by the user's Faith level (the lower the Faith, the more damage a Fell Sword inflicts). The only advantage the Fell Sword does not have over the Knight's Sword is a high Physical Evade statistic.

Item Name	Weapon Power	Physical Evade	Location	Cost	Attributes
Chaosbringer	16	0	Melee Mode	0	Element: Dark, Effect: Blind
Deathbringer	20	0	Rendezvous Mode	0	Element: Dark, Effect: Doom
Arondight	24	0	Melee Mode	0	Element: Dark, Effect: Slow
Balmung	32	0	Melee Mode	0	Element: Dark, Effect: Stop
Valhalla	40	0	Rendezvous Mode	0	Element: Dark, Effect: KO

SUITS CLOTHING

Equipped By: Squire, Chemist, Archer, White Mage, Black Mage, Time Mage, Summoner, Thief, Orator, Mystic, Geomancer, Ninja, Arithmetician, Bard, Dancer, Onion Knight, Dark Knight, Skyseer, Netherseer, Sword Saint, Divine Knight, Sky Pirate, Soldier, Game Hunter



Clothing often has a combination of both HP and MP boosts. Much of the later clothing will offer status effects that compliment your units in various ways. Since most enemies deal absurdly high amounts of damage later in the game, your evade rating becomes more important than your HP amount. Because of this, the status effects that items of clothing grant make them more useful than heavy armor, which only offers HP bonuses.

Item Name	HP +	MP +	Location	Cost	Attributes
Clothing	5	0	Shop	150	—
Leather Clothing	10	0	Shop	300	—
Leather Plate	18	0	Shop	500	—
Ninja Gear	20	0	Midlight's Deep, "The Palings"	0	Speed + 2, Equip: Invisible
Ringmail	24	0	Shop	900	—
Mythril Vest	30	0	Shop	1,500	—
Adamant Vest	36	0	Shop	1,600	—
Wizard Clothing	42	15	Shop	1,900	—
Brigandine	50	0	Shop	2,500	—
Jujitsu Gi	60	0	Shop	4,000	ATK: Phys + 1, Immune: KO
Power Garb	70	0	Shop	7,000	ATK: Phys + 2
Gaia Gear	85	10	Shop	10,000	Absorbs: Earth, Boosts: Earth
Black Garb	100	0	Shop	12,000	Immune: Stop
Mirage Vest	120	0	Rendezvous Mode	0	Speed + 1, Immune: Poison, Stone, Sleep
Minerva Bustier	120	0	Melee Mode	0	Negates: Fire, Lightning, Wind, Dark Halves: Ice, Water, Earth, Holy Females Only
Rubber Costume	150	30	Poach: Hydra	48,000	Negates: Lightning
Brave Suit	160	40	Melee Mode	0	Equip: Reraise, Regen

ROBES

Equipped By: Knight, White Mage, Black Mage, Time Mage, Summoner, Orator, Mystic, Geomancer, Dragoon, Samurai, Arithmetician, Onion Knight, Dark Knight, Skyseer, Netherseer, Sword Saint, Sky Pirate, Game Hunter, Machinist, Holy Knight, Templar, Divine Knight



Robes are mostly used to help mage classes. All of them raise MP to some degree, along with adding Magick Attack bonuses and other positive properties. For instance, the Chameleon Robe absorbs Holy damage and turns it into rejuvenated HP. This may not seem useful at first because it is a really rare occurrence when an enemy uses an attack with the Holy element. However, when combined with a mage using Arithmeticks, a caster can target *every* unit on the field with Holy, friend or foe, and any friendly unit wearing the robe will gain HP from the attack (while the enemy takes damage). Abilities like this can be a huge advantage in battle.

Item Name	HP +	MP +	Location	Cost	Attributes
Hempen Robe	10	10	Shop	1,200	—
Silken Robe	20	16	Shop	2,400	—
Wizard's Robe	30	22	Shop	4,000	ATK: Mag+2
Chameleon Robe	40	28	Shop	5,000	Immune: KO, Absorbs: Holy
White Robe	50	34	Shop	9,000	Halves: Fire, Lightning, Ice
Black Robe	60	30	Shop	13,000	Boosts: Fire, Lightning, Ice
Luminous Robe	75	50	Shop	30,000	—
Lordly Robe	100	80	Midlight's Deep, "The Switchback"	0	ATK: Phys+2, Mag+1, Equip: Protect, Shell
Sage's Robe	120	100	Melee Mode	0	Halves: Fire, Ice, Lightning, Water, Wind, Earth, Holy, Dark

ARMOR

Equipped By: Knight, Dragoon, Samurai, Dark Knight, Onion Knight, Templar, Sword Saint, Holy Knight, Sky Pirate, Game Hunter, Divine Knight



Armor adds an amount of HP to the user, and rarely offers status equips or other effects outside of their initial HP increase. They are fairly effective during the early chapters of the game, but Armor ends up being outclassed by Clothes later. This is largely due to the importance of special status effects.

Item Name	HP +	MP +	Location	Cost	Attributes
Leather Armor	10	0	Shop	200	—
Linen Cuirass	20	0	Shop	600	—
Bronze Armor	30	0	Shop	800	—
Chainmail	40	0	Shop	1,300	—
Mythril Armor	50	0	Shop	2,000	—
Plate Mail	60	0	Shop	3,000	—
Golden Armor	70	0	Shop	3,600	—
Diamond Armor	80	0	Shop	6,000	—
Platinum Armor	90	0	Shop	9,000	—
Caribineer Mail	100	0	Shop	13,000	—
Crystal Mail	110	0	Shop	19,000	—
Mirror Mail	130	0	Shop	18,000	Equip: Reflect
Genji Armor	150	0	Steal: Elmdore	10	—
Grand Armor	170	0	Rendezvous Mode	0	Equip: Regen, Reraise
Maximillian	200	0	Midlight's Deep, "The Interstice"	0	—
Onion Armor	250	0	Rendezvous Mode	0	Equip: Reraise, Regen, Protect, Shell, Onion Knight Only

HEADWEAR

HATS

Equipped By: Squire, Chemist, Archer, White Mage, Black Mage, Time Mage, Summoner, Thief, Orator, Mystic, Geomancer, Ninja, Arithmetician, Bard, Dancer, Onion Knight, Soldier, Sky Pirate, Sword Saint, Skyseer, Netherseer, Game Hunter, Machinist



Hats are very similar to Clothes, they grant minor HP and MP along with Physical and Magick ATK and status bonuses. Even though the HP they grant is much lower than that of a Helm, the attributes they instate are more than enough to make up for the loss.

Item Name	HP +	MP +	Location	Cost	Attributes
Leather Cap	8	0	Shop	150	—
Plumed Hat	16	5	Shop	350	—
Red Hood	24	8	Shop	800	—
Headgear	32	0	Shop	1,200	ATK: Phys + 1
Wizard's Hat	40	12	Shop	1,800	ATK: Mag + 1
Green Beret	48	0	Shop	3,000	Speed + 1
Headband	56	0	Shop	5,000	ATK: Phys + 2
Brass Coronet	60	100	Rendezvous Mode	0	ATK: Mag + 3, Immune: Silence
Celebrant's Miter	64	20	Shop	6,000	ATK: Mag + 1
Black Cowl	72	0	Shop	7,000	—
Gold Hairpin	80	50	Shop	12,000	Immune: Silence
Lambent Hat	88	15	Shop	16,000	ATK: Mag + 1, Speed + 1
Thief's Cap	100	0	Shop	35,000	Speed + 2, Immune: Immobilize, Disable
Acacia Hat	120	20	Melee Mode	0	Speed + 2, Immune: Berserk, Charm, Confuse

HELMS

Equipped By: Knight, Dragoon, Samurai, Dark Knight, Onion Knight, Holy Knight, Game Hunter, Saint Sword, Divine Knight, Sky Pirate, Templar



Just like Armor, Helms improve your HP rating by a substantial amount. They are very good at the beginning stages of the game, but just as with Armor, the attribute bonuses that Hats offer become more useful than just simple HP upgrades.

Item Name	HP +	MP +	Location	Cost	Attributes
Leather Helm	10	0	Shop	200	—
Bronze Helm	20	0	Shop	500	—
Iron Helm	30	0	Shop	1,000	—
Barbut	40	0	Shop	1,500	—
Mythril Helm	50	0	Shop	2,100	—
Golden Helm	60	0	Shop	2,800	—
Close Helm	70	0	Shop	4,000	—
Diamond Helm	80	0	Shop	6,000	—
Platinum Helm	90	0	Shop	8,000	—
Circlet	100	0	Shop	10,000	—
Crystal Helm	120	0	Shop	14,000	—
Genji Helm	130	0	Steal: Elmdore	0	—
Grand Helm	150	0	Midlight's Deep, "The Interstice"	10	Immune: Blind, Sleep
Vanguard Helm	150	20	Rendezvous Mode	0	—
Onion Helm	200	0	Melee Mode	0	Onion Knight Only

HAIR ADORNMENT

Equipped By: Female units and Cloud (Soldier).



Hair Adornments exist simply to offer protection against many status ailments at a time. Since status ailments can be a severe hindrance to your unit's ability to attack, Hair Adornment become a very important item for your defense. As an interesting note, Cloud is the only male character that can wear Hair Adornment.

Item Name	HP+	MP+	Location	Cost	Attributes
Cachusha	20	0	Poach: Pig	20,000	Immune: Undead, Blind, Silence, Poison, Slow, Immobilize, Disable, Doom, Toad
Barette	20	0	Remove: Alma	20,000	Immune: KO, Stone, Confuse, Vampire, Berserk, Stop, Charm, Sleep, Traitor
Ribbon	10	0	Poach: Wild Boar	60,000	Immune: KO, Undead, Stone, Traitor, Blind, Confuse, Silence, Vampire, Berserk, Toad, Poison, Slow, Stop, Charm, Sleep, Immobilize, Disable, Doom

SHIELDS

Equipped By: Knight, Dragoon, Samurai, Dark Knight, Onion Knight, Holy Knight, Game Hunter, Sword Saint, Divine Knight, Sky Pirate, Templar



Shields increase the Shield Evasion rating of your units significantly, against both physical and magical attacks. Many of them also offer resistances against specific elements. When combined with Knight Swords, which also increase a unit's Block, a character's ability to avoid strikes is augmented significantly.

Item Name	S-Ev Phys.	S-Ev Mg.	Location	Cost	Attributes
Escutcheon	10%	3%	Shop	400	—
Buckler	13%	3%	Shop	700	—
Bronze Shield	16%	0%	Shop	1,200	—
Round Shield	19%	0%	Shop	1,600	—
Mythril Shield	22%	5%	Shop	2,500	—
Golden Shield	25%	0%	Shop	3,500	—
Ice Shield	28%	0%	Shop	6,000	Absorbs: Ice, Halves: Fire, Weakness: Lightning
Flame Shield	31%	0%	Shop	6,500	Absorbs: Fire, Halves: Ice, Weakness: Water
Aegis Shield	10%	50%	Shop	10,000	ATK: Mag+1
Diamond Shield	34%	15%	Shop	12,000	—
Platinum Shield	37%	10%	Shop	16,000	—
Crystal Shield	40%	15%	Shop	21,000	—
Genji Shield	43%	0%	Steal: Elmdore	0	—
Kaiser Shield	46%	20%	Midlight's Deep, "The Catacombs"	0	Boosts: Fire, Lightning, Ice
Venetian Shield	50%	25%	Midlight's Deep, "The Interstice"	0	Halves: Fire, Lightning, Ice
Reverie Shield	50%	25%	Melee Mode	0	Halves: Fire, Ice, Lightning, Water, Wind, Earth, Holy, Dark
Escutcheon	75%	50%	Nelveska Temple	0	—

ACCESSORIES

Aside from their weapons and suits, units can equip Accessories, which increase various stats while providing other status effects. All Accessories can be equipped by any unit whether they are male or female, the only exceptions being Perfume and Lip Rouge, which only female units can equip...sorry Cloud. Though most accessories don't effect your evade rating, Cloaks are specifically designed to do just that. It is recommended that you look over the abilities that Accessories provide very closely and equip the ones that best help the play style of each unit.

ARMGUARDS

Equipped By: All units accept Reis (Dragonkin).



Item Name	Location	Cost	Attributes
Power Gauntlet	Shop	5,000	ATK: Phys+1
Magepower Glove	Shop	20,000	ATK: Mag+2
Bracer	Shop	50,000	ATK: Phys+3
Genji Glove	Rendezvous Mode	0	ATK: Phys+2 Mag+2
Brigand's Gloves	Rendezvous Mode	0	Speed +1, Equip: Haste
Onion Gloves	Melee Mode	0	Immune: KO, Undead, Stone, Trator, Blind, Confuse, Silence, Vampire, Berserk, Toad, Poison, Slow, Stop, Charm, Sleep, Immobilize, Disable, Doom Onion Knight Only

ITEM DATA

SHOES



Equipped By: All units accept Reis (Dragonkin).

Item Name	Location	Cost	Attributes
Battle Boots	Shop	1,000	Move +1
Spike Boots	Shop	1,200	Jump +1
Rubber Boots	Shop	1,500	Immune: Immobilize, Negates: Lightning
Winged Boots	Shop	2,500	Equip: Float
Red Shoes	Shop	10,000	ATK: Mag +1, Move +1
Germinas Boots	Shop	5,000	Move +1, Jump +1
Hermes Shoes	Shop	7,000	Speed +1
Gaius Caligae	Melee Mode	0	Move +2

WEAPON

RINGS



Equipped By: All units.

Item Name	Location	Cost	Attributes
Reflect Ring	Shop	10,000	Equip: Reflect
Protect Ring	Shop	5,000	Immune: Sleep, Doom
Magick Ring	Shop	10,000	Immune: Silence, Berserk
Cursed Ring	Midlight's Deep, "The Palings"	0	ATK: Phys +1, Mag +1, Speed +1, Equip: Undead, Immune: Traitor
Angel Ring	Shop	20,000	Equip: Reraise, Immune: KO, Blind
Sage's Ring	Melee, Rendezvous Mode	0	Boosts: Fire, Ice, Lightning, Water, Wind, Earth, Holy, Dark Absorbs: Fire, Ice, Lightning, Water, Wind, Earth, Holy, Dark

HEADWEAR

ARMLETS



Equipped By: All units.

Item Name	Location	Cost	Attributes
Guardian Bracelet	Shop	5,000	Immune: Immobilize, Disable
Jade Armlet	Shop	10,000	Immune: Stop, Stone
Japa Mala	Shop	15,000	Immune: Undead, Vampire, Toad, Poison, Boosts: Fire, Lightning, Ice, Wind, Earth, Water, Holy, Dark
Nu Khai Armband	Shop	10,000	Immunes: Charm, Confuse, Halves: Dark
Diamond Bracelet	Shop	7,000	Immune: Slow
Empyreal Armband	Melee Mode	0	Speed +1, Immune: Slow, Stop, Immobilize

SHIELDS

ACCESSORIES

CLOAKS



Equipped By: All units accept Reis (Dragonkin).

Item Name	S-Ev Phys.	S-Ev Mg.	Location	Cost	Attributes
Shoulder Cape	10	10	Shop	300	—
Leather Cloak	15	15	Shop	800	—
Mage's Cloak	18	18	Shop	2,000	ATK: Mag +1
Elven Cloak	25	25	Shop	8,000	—
Vampire Cape	28	28	Shop	15,000	—
Featherweave Cloak	40	30	Shop	20,000	—
Invisibility Cloak	35	0	Mount Germinas	0	Equip: Invisible

DISPENSABLE
ITEMS

PERFUMES

Equipped By: Female units.



Item Name	Location	Cost	Attributes
Chantage	Poach: Swine	60,000	Equip: Reraise, Regen
Cherche	Poach: Behemoth King	60,000	Equip: Levitate, Reflect
Septième	Poach: Hydra	60,000	ATK: Mag +1, Equip: Haste, Invisible
Sortilège	Poach: Red Dragon	60,000	Equip: Protect, Shell

LIP ROUGE

Equipped By: Female units.



Item Name	Location	Cost	Attributes
Tynar Rouge	Special Event	500,000	Equip: Protect, Shell

DISPENSABLE ITEMS THROWING WEAPONS

Used By: Ninja.



This category is devoted to weapons that are only used with the Ninja "Throw" ability. Once thrown, these weapons disappear from your inventory entirely. Stock up on these items if you frequently use Throw.

Item Name	Location	Cost	Attributes
Shuriken	Chapter 2	50	Attack Power: 4
Fuma Shuriken	Chapter 3	300	Attack Power: 7
Yagyu Darkrood	Chapter 4	1000	Attack Power: 10
Flameburst Bomb	Chapter 2	250	Attack Power: 8, Element: Fire
Spark Bomb	Chapter 2	250	Attack Power: 8, Element: Lightning
Snowmelt Bomb	Chapter 2	250	Attack Power: 8, Element: Water

USE ITEMS

Used By: Any class with Items.



These items are used with the Chemist's "Item" ability. They immediately disappear from your inventory after being used. It is best to buy them in bulk from your local shop to ensure that you always have them readily available for use. The "Location" column shows after which chapter each of these items becomes available in shops.

Item Name	Location	Cost	Attributes
Potion	Chapter 1~4	50	Restores 30 HP
Hi-Potion	Chapter 1~4	200	Restores 70 HP
X-Potion	Chapter 3~4	700	Restores 150 HP
Ether	Chapter 2~4	200	Restores MP 20
Hi-Ether	Chapter 3~4	600	Restores 50 MP
Elixir	Poach: Greater Malboro	0	Both MP and HP refilled completely
Antidote	Chapter 1~4	50	Cures Poison
Eye Drops	Chapter 1~4	50	Cures Blind
Echo Herbs	Chapter 1~4	50	Cures Mute
Maiden's Kiss	Chapter 1~4	50	Cures Toad
Gold Needle	Chapter 1~4	100	Cures Stone
Holy Water	Chapter 2~4	2000	Cures Undead and Vampire
Remedy	Chapter 2~4	350	Cures Stone, Blind, Confuse, Mute, Oil, Toad, Poison, Sleep
Phoenix Down	Chapter 1~4	300	Cures KO

ITEMS

CHARACTER
EQUIP

WALKTHROUGH

CHARACTER
STRATEGIES

FINAL BOSS

WALKTHROUGH
DATA

WALKTHROUGH

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WALKTHROUGH
GUIDE

CHARACTER

ITEM DATA

Final Fantasy Tactics[®]

The War of the Lions[™]

Official Strategy Guide

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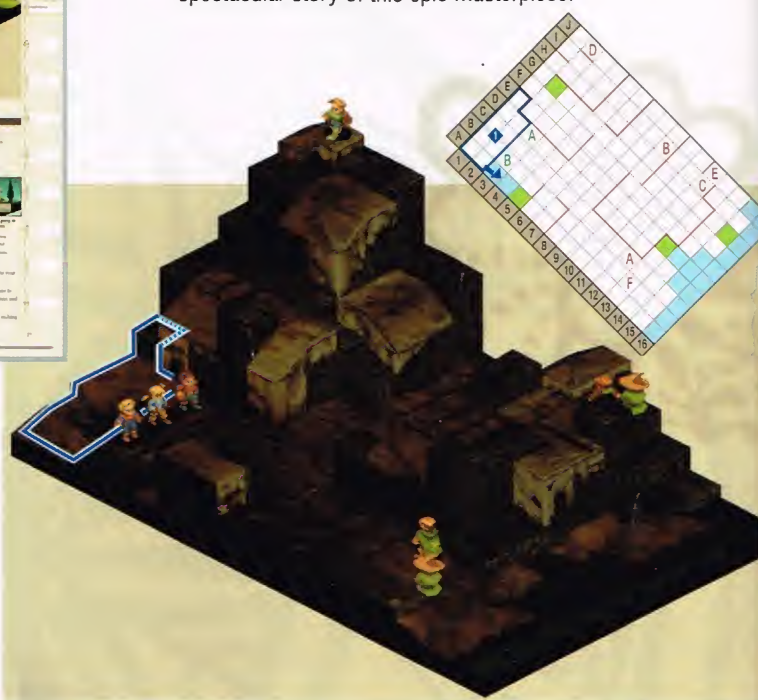


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